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THE OFFICIAL

STAR TREK®

FACT FILES 155



Geordi La Forge in Love
Romance is not easy to engineer



The Allies of Gul Dukat
Friends, family, and colleagues

Romulan Military Dress
Uniforms of the 24th century



Meet the Enarans
A race's shameful past



The Borg Queen's Vessel
Destruction in the Delta Quadrant



The Science of Deflector Shields
Protecting starships from total destruction

ISSN 1364-3983



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THE OFFICIAL STAR TREK® FACT FILES



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The Guide to the STAR TREK Galaxy

FILE 12

CARD 8B



THE ROMULAN
STAR EMPIRE

ROMULAN MILITARY UNIFORMS: 2360'S

THE ROMULAN
STAR EMPIRE

Romulan military uniforms of the 2360's are as severe and imposing in appearance as the race that wear them. The style features sharp, angular lines and dark colors. The overall effect is simple and efficient.

Unlike their distant Vulcan cousins, who don elegant and often brightly colored robes, Romulan dress is far more rigid and formal in style. Their tailors tend to favor darker shades and angular cuts. Nowhere is this more pronounced than in their military uniforms.

Members of the Romulan militia dress in a basic uniform of tailored, hip length tunic, black trousers, and low-heeled, calf-length boots. The tunic is made from a heavy, quilted material, usually colored in plain shades of gray or brown. It tends to feature extremely wide shoulder pads, and the material is often patterned in small checks.

▶ **Romulan military dress generally uses somber shades.**

▼ **Lower-ranking personnel wear the elaborate belt straps across their tunics.**

There appear to be two basic variations on the military tunics, and these differences in style may be made in order to indicate the rank of the officer, although both types are quite decorative.

Elaborate designs

Lower-ranking officers wear tunics with a square shaped collarline, revealing a thinner black garment beneath. A heavily studded belt strap, falling in a diagonal line across the chest from left to right, is secured in place by two thin belts — one across the lower torso and the other around the waist.

More elaborate tunics are worn by the higher-ranking officers of the Romulan militia. The shoulder pads are wider and the sleeves are more flared.

A metallic-looking, heavily studded belt strap is worn over the tunic.

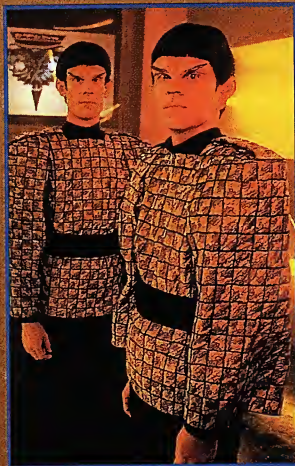
The belts feature large, heavy, decorative buckles.

A thinner, dark-colored undergarment is worn beneath the tunic.

The uniform's plain black trousers can be neatly tucked inside the calf-length boots.



▼ **The race's fashion is quite sharp and severe, utilizing heavy, angular patterns and formal cuts.**



ROMULAN FACTS

In the 2260's, women in the Romulan military wear mini dresses and thigh length boots, while men wear trousers that end at the knee. By the 2360's, dress is more unisex.

By the 2360's, junior officers no longer wear gold-colored helmets



THE ROMULAN
STAR EMPIRE

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FILE 12

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THE ROMULAN
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ROMULAN MILITARY UNIFORMS: 2360'S

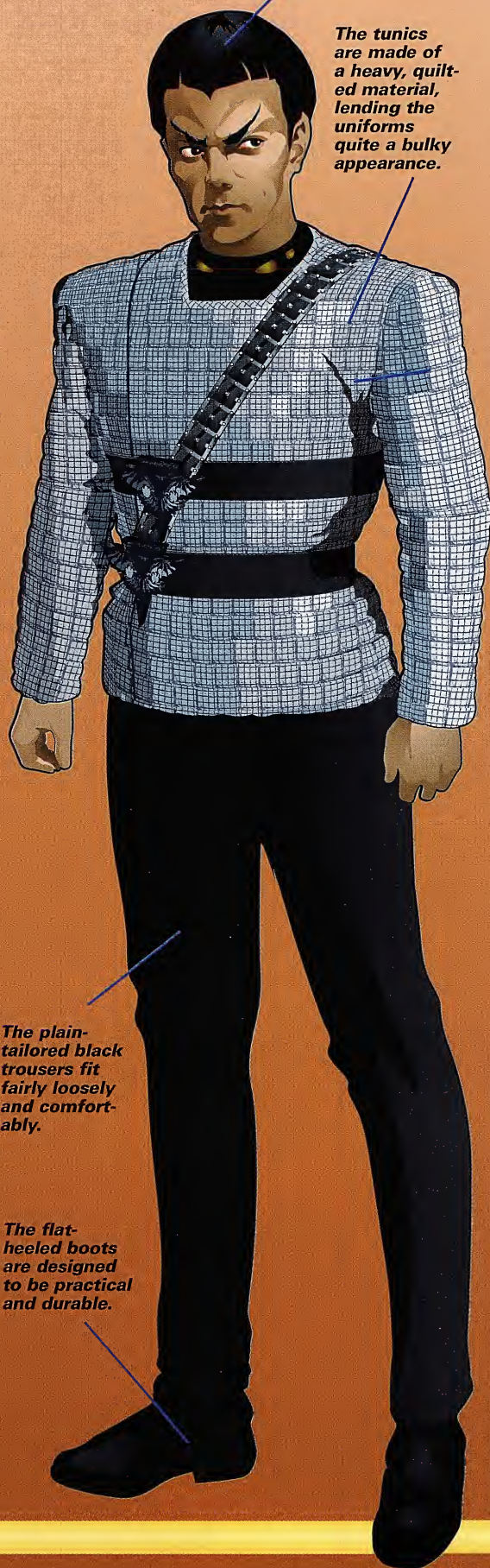
Higher-ranking officers wear tunics with a high collar and flared sleeves. The waist is secured by a thick belt. Some officers wear an additional decorative, metallic-looking belt strap, which rises up the center of the torso to an elaborate buckle resting just below the collarbone. The strap then divides into two sections, traveling across both shoulders.

Some Romulan officers also wear black gloves, but this accessory appears to be optional.

The lower half of the Romulan military uniform is quite plain and clearly designed for practicality rather than style. The long black trousers are fitted fairly loosely, and are either worn over, or tucked into, the calf-length boots.

All Romulan officers wear their hair in a short, cropped style.

The tunics are made of a heavy, quilted material, lending the uniforms quite a bulky appearance.



CENTURION



Centurions act as advisors to the higher-ranking officers, but they wear the same uniforms as the lower-ranking officers.

GENERAL



Romulan uniforms are ultimately designed to be practical. In keeping with this minimalist style, the militia wear their hair in a short-cropped, severe style.

COLONEL



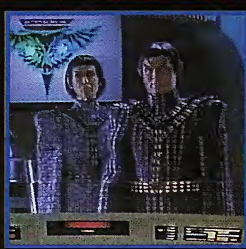
All Romulan fashions use dark, dull colors.

MAJOR



Officers of the Tal Shiar wear identical uniforms to the rest of the military.

ADMIRAL



Higher-ranking officers wear more elaborate tunics, such as the one worn by Admiral Mendak.

LIEUTENANT

Many of the lower-ranking officers wear similar uniforms to their superiors.

SUB-LIEUTENANT

As the ranks descend, the uniform accessories, such as the metal belts that cover the tunics, get slightly less elaborate.

The plain-tailored black trousers fit fairly loosely and comfortably.

The flat-heeled boots are designed to be practical and durable.

COMMANDER



Commander Toreth wears a typically elaborate belt strap, which rests across her shoulders, denoting her position of importance.

SUBCOMMANDER



The commander and sub-commander of a ship will usually dress in similar garb.

UHLAN

Lowly uhlands are at the bottom of the Romulan rank structure. The exact design of their uniforms is unknown.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 74



OTHER GROUPS
AND RACES

THE ENARANS

The **Enarans** are a cordial race who take pride in their sophisticated culture and achievements. Their civilized demeanor, however, conceals a shameful episode in their recent history. Like many other races, Enaran culture has been blighted by racial prejudice.

The **Enarans** are a sophisticated **Delta Quadrant** race originating from the planet **Enara Prime**. Their civilization lacks high warp capability, but they have nonetheless been engaged in interstellar exploration for almost a century. Developments in terraforming in more recent decades have enabled them to expand and establish colonies in neighboring star systems, including the **Fima system**.

The Enarans give the

impression of being a warm and friendly people who welcome strangers and are willing to share their rich culture.

The architecture on Enara Prime is based around cloisters and open courtyards, with buildings constructed in angular shapes from a kind of ruddy stone. Interiors are painted in light, airy colors, with a soft bed, and objets d'art scattered on benches around the walls. The design philosophy is very close to Earth styles of the

▶ *The Enarans express a preference for cooler temperatures than humans, but the climate on their homeworld, Enara Prime, appears to be inviting enough.*

20th century, with a mirror on the wall, large windows to admit plenty of light, and doors that must be opened manually. Enaran decor makes great use of curtains and soft cushions; the latter take the place of tables and chairs during meals.

Men and women wear simple, flowing robes in pastel colors,

with decorative matching headbands. On formal occasions, the robes are replaced by a jacket. These fashions do not significantly change over three decades.

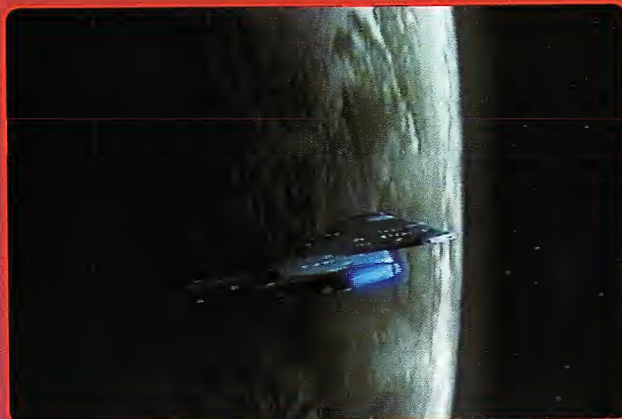
Enaran hygiene

The Enarans are a very hygienic race. One of their inventions is a small silver ball called a **radioseptic**,

small numbers of which are generally arranged in a bowl. Two or three are taken and rolled in the palms of the hands, instantly cleaning and disinfecting the skin.

They can be used multiple times, and serve for general cleaning purposes as well as personal use.

Many of the race's



DARK SECRET

Designation Enara Prime

Class M

Quadrant Delta

Inhabitants Humanoid

Government

In the recent past, the Enaran government was responsible for a program of ruthless ethnic cleansing. Their genocide of the Regressives has never been made public.

Environment

Enara Prime has a relatively cool climate.

Characteristics

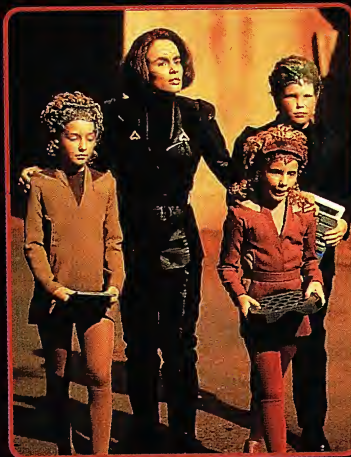
The Enarans are a telepathic species, and are able to pass on their knowledge or experiences via thought or touch, or over short distances.

Starship log

STAR TREK: VOYAGER: 'Remember'

Painful flashbacks

In 2373, the **U.S.S. Voyager NCC-74656** ferries Enaran colonists from the Fima system to Enara Prime. En route, an elderly woman named **Koreenna Mirell** telepathically shares her memories of the Regressives' extermination with Lt. **B'Elanna Torres**. As a youth, **Koreenna** had an affair with a Regressive, **Dathan Alaris**, but was coerced by her society's beliefs into betraying him to the authorities. In turn, **B'Elanna** passes the memories onto a young Enaran woman named **Jessen**, so that Enaran society might one day be forced to acknowledge its true history.



▶ *B'Elanna Torres relives the memories of Koreenna Mirell through her dreams. Torres takes on Koreenna's role and experiences her life on Enara Prime, and her betrayal of her Regressive lover.*

OTHER CARDS IN THIS FILE...

- 5 THE OCAMPA
- 13 THE SIKARIANS
- 45 THE ULLIANS

SEE OTHER FILES...

STAR TREK:
VOYAGER..... File 71

▶ *Koreenna Mirell telepathically shares her memories with B'Elanna Torres. She knows the Starfleet officer will not hide the truth.*



GALAXY FACTS

- ▶ The Daeleus cliffs on Enara Prime are a beautiful sight at dawn, especially when viewed through misty rain.
- ▶ The Enaran flag consists of thick green and blue stripes separated by black lines, with a hexagon symbol placed inside a diamond at the bottom.
- ▶ A favorite Enaran hors d'oeuvres is algae puffs. Tarin juice is also highly recommended.



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 74

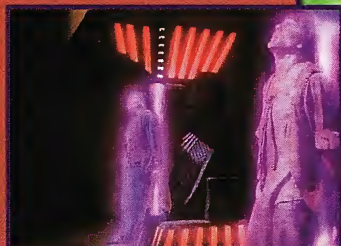
THE ENARANS



OTHER GROUPS AND RACES

▶ The Enarans have a sophisticated culture which shares many of its characteristics with Earth societies. They have formal gatherings and speeches, for example, on important occasions such as graduation day for students.

▶ **U.S.S. VOYAGER** chef Neelix, welcomes the Enarans on board by making some of their culture's delicacies.



▶ Some of the Regressives were executed in public, in front of a heckling audience.



customs bear similarities to human society: courting rituals, for example, follow the same general patterns. As on Earth, the society uses formal titles of address that vary according to sex and age: **jor** is a term used for older men, while the female equivalent is **jora**.

Education is very important, and graduates assemble formally to listen to a distinguished speaker and receive prizes such as the citizenship award. District education centers provide tertiary schooling.

Something else that the Enarans unfortunately share with humanity is a barbaric past. Official records tell of a section of society called the **Regressives**. This

minority group rejected advanced technology such as communication interlinks and microfusion generators, and came to be considered second class citizens.

Prejudice

Apartheid began insidiously. Association with Regressives was at first simply frowned upon by 'right thinking' citizens. It was said that some friends are less suitable than others, and that the Regressives took advantage of 'normal' people. Such prejudice led to ideas that the Regressives were somehow unclean, a lesser people who were perfidiously undermining and causing dissent within Enaran society, despite

their outward passivity.

In a process containing uncomfortable echoes of many other cultures over the centuries, the Enaran government embarked upon a shameful program of discrimination aimed at the Regressives. Among the limitations gradually imposed were curfews and confinement in ghettos, with an electronic mustering system. There were also more subtle restrictions on public utilities such as education. This quickly progressed to more drastic measures: forced relocation of the Regressives to a colony where they could practice their way of life without affecting the rest of Enaran society. The general

population believed, despite the misgivings of a few, that this was voluntary, but the Regressives were actually rounded up forcibly. Those who resisted were treated violently.

In fact the real truth was even more shocking. The government organized

mass exterminations, vaporizing the Regressives in some kind of thermal sweep on the way to supposed resettlement. This was the Enarans' final solution – the removal of a supposed embarrassment to society. Stories that the colony did not exist fermented, especially among the younger Regressives, but the majority still became more openly hostile toward the minority, heckling them and chanting at public executions.

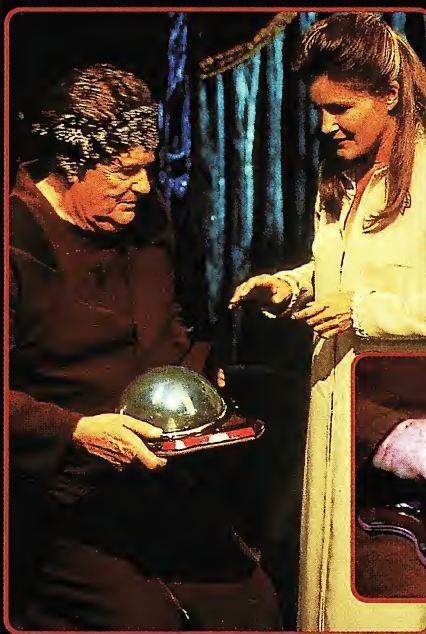
Hidden by history

Knowledge of this systematic slaughter was concealed by the government, and slipped from public awareness within a generation. The only reminder that the Regressives were ever part of Enaran society is a ritual gate in the city – a warning to all citizens to reject the backward Regressive philosophy. The group is said to have died out from pestilence and infighting, even by those who know the truth.

TOUCH TELEPATHY

Gift of memory

The Enarans are a telepathic race and can pass on knowledge and talents through a psychic link established via touch. This link can also be made over short distances. The transfer of knowledge leaves the recipient with the Enaran's actual memories; in the case of playing music, for example, they might recall hours of practice as if it were their own. There are strict ethics governing the use of telepathy, however; most Enarans would not dream of making a connection without the recipient's consent. In 2373, the Enaran Jor Brel telepathically passes on his gift of music to Captain Janeway. In the musical field, one favored Enaran instrument resembles a stringless ukulele, with a handle attached to a sphere set in a wooden mount. Rhythmic stroking of the sphere produces harmonious notes a little like a muted harp. Janeway is amazed to find she can suddenly play the instrument.



▶ The Enarans can telepathically pass on their knowledge through touch. Jor Brel shares his musical talent with Captain Janeway.

▶ Enaran culture is elegant and artistic. A favored musical instrument produces a delicate harp-like sound with a wave of the hand.





SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

COMMAND SEATING

BRIEFING:

FUNCTION AND LAYOUT

When the *Intrepid*-class **U.S.S. Voyager NCC-74656** is launched in 2371, it represents the pinnacle of **Starfleet's** deep space exploration design and incorporates the latest advances in engineering. The ergonomics of its main bridge are also addressed, and the effectiveness of previous **Starfleet** vessels as a working environment is studied and evaluated. Recognizing that the layout of the bridge stations is vital not only from a practical point of view but also from a psychological perspective, the positioning of control areas such as navigation, tactical, and engineering are reworked, but the positioning of the senior bridge staff is kept at the center of the working environment.

The central position of the command station ensures that the captain and first officer have a clear line of communication to all other bridge stations. The Operations console is directly above and behind the second-in-command, on the port side of the bridge, while the main

The command seating of the U.S.S. VOYAGER retains the traditional central position for the captain's chair.

tactical station sits directly behind **Captain Janeway** and **Commander Chakotay**. Tactical security is to the right and behind the captain. The command seats are fixed forward in position, and the lowered position of the helm directly in front, allows an uninterrupted line of sight to the main viewscreen.

Central contact

Efficiency of design leads to the command seating consisting of only two chairs, located either side of the bridge's center; the captain's chair is to the right. Direct contact between the captain, first officer and other bridge crew seems to be encouraged by the deliberate inclusion of a flat seating area on either side of both command seats.

The command seating is built into a long,

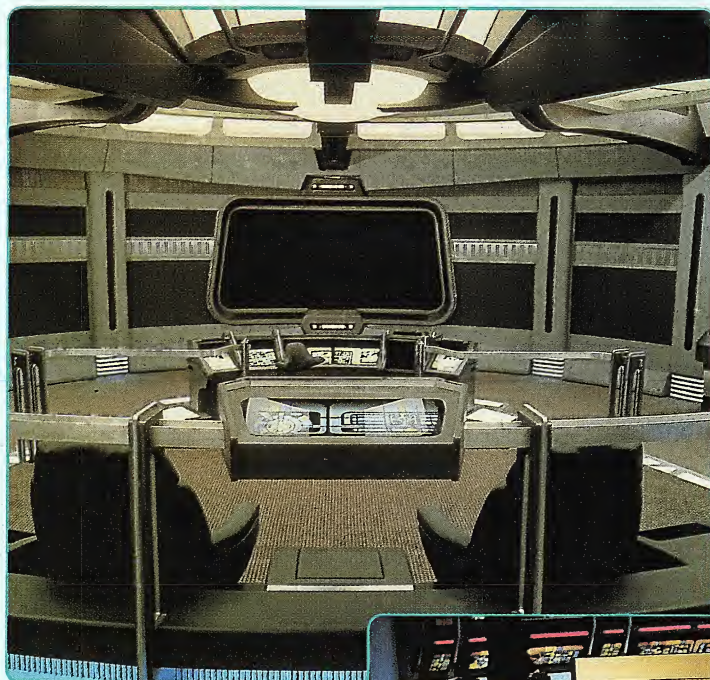


permanently fixed console. Supporting the occupants around half a meter from deck level, this section runs between the port and starboard access stairs leading to the rear of the bridge, with softly glowing, blue illumination underneath. The chairs consist of



On INTREPID-class ships, the command chairs are clearly designed for long-term comfort – they are well padded, have long armrests, and give uninterrupted leg room to their occupants. The sides of the seats are made of a smooth black synthetic material, featuring fixed consoles incorporating the latest touch-screen interfaces. These are within easy reach and can display a limited amount of data. A pop-up display console is provided in the center of the command station, between the captain and first officer.





▲ The command station is positioned so that the captain and first officer have a direct view of the main viewscreen. The low-set helm station is designed to fall below their line of sight.

▶ The pop-up command console display between the captain and first officer provides either position a shorthand view of the ship's status, enabling them to stay at their positions at all times.



a series of padded segments, with the inner sections made of a durable but supportive synthetic fiber. The outer supports and arms are made of a smoother black finished material, and both chairs are

identical in size and shape.

The captain and first officer's chairs have no controls set into the upper surface of their armrests. Information from, and direct control over, the ship's systems are given

by a secondary rectangular readout, built into the right hand side of the captain's chair, and to the left hand side of the first officer's seat.

Much more extensive contact with *Voyager's* systems can be accessed via a large flip-up console, positioned between the two seats, which tucks conveniently away into the contoured upper surface of the chair support.

The console's flat viewscreen is split into two main sections; its upper part has a large data display area with changeable touch-sensitive control strips running along the left hand side. A large amount of alpha-numerical data is clearly displayed. The control buttons at the bottom of this

section are easy to use, or reconfigure, depending on the nature of the information required by the command staff. Important messages can also be routed to this console, and the autodestruct can be executed from it.

Flexible design

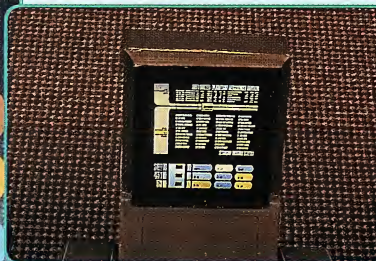
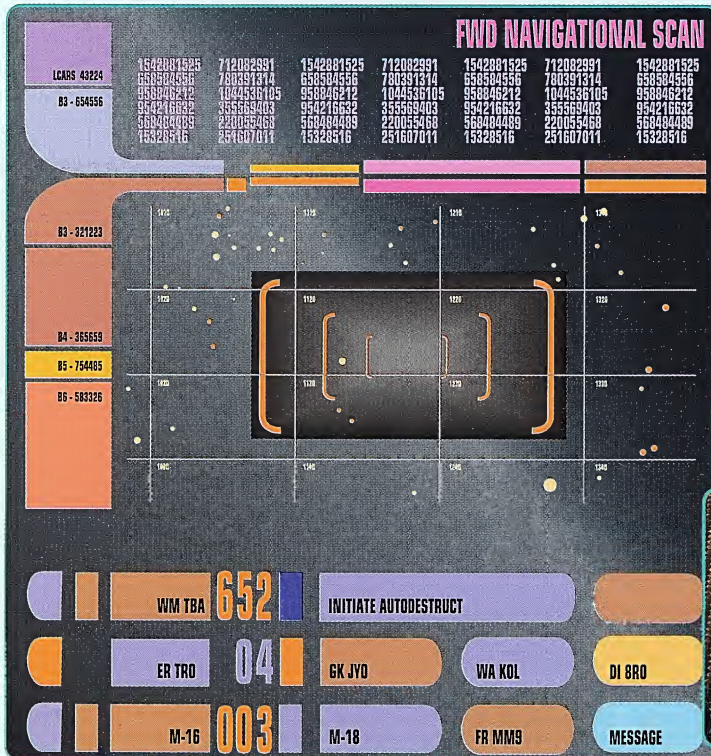
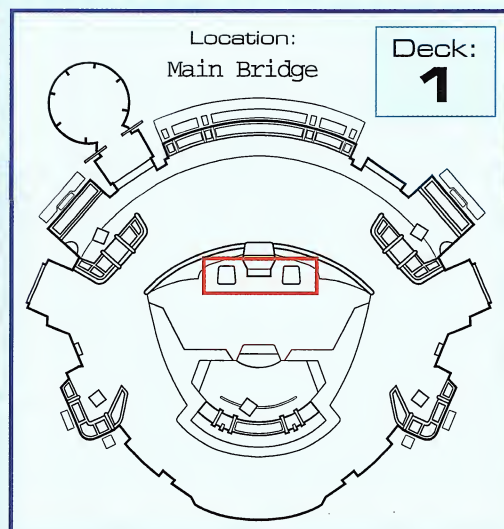
If necessary, the senior officers occupying these seats can command the entire ship from this interface, demonstrating the flexibility of design incorporated into the latest Starfleet control systems.

A great deal of thought and care has clearly gone into the positioning and equipping of the captain's and first officer's chairs, although the stations' effectiveness ultimately depends on the occupants.

◀ The captain and first officer's central console is easy to use, and relays important messages and information from any major station. The emergency utility of the autodestruct command sequence can also be initiated from this console.



▲ The traditional low position of the command seating is maintained from previous designs.





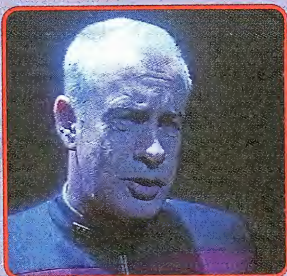
STARFLEET ACADEMY

PERSONNEL

STARFLEET ADMIRALS

REAR ADMIRAL BENNETT

Rear Admiral Bennett serves as Judge Advocate General at **Starfleet Headquarters** during the early 2370's. When it is discovered that **Dr. Julian Bashir** was genetically enhanced as a child, **Captain Sisko** contacts Rear Admiral Bennett on the doctor's behalf. Bennett allows Julian to retain his commission and medical practice – on the condition that his father, **Richard Bashir**, serve a two-year sentence at a minimum security penal colony in New Zealand for his part in the crime.



▲ Rear Admiral Bennett could throw Julian Bashir out of Starfleet, but he sees no point in ruining the doctor's career.

STARSHIP LOG: 'Doctor Bashir, I Presume?' [DS9]

ADMIRAL CHAPMAN



▲ Once decoded, the Starfleet message is from Admiral Hayes.

Admiral Chapman is well known to most **Starfleet** captains for his gastronomic endeavors. After attempting to decode an encrypted transmission from **Starfleet Command** for more than five months, Janeway quips that it may only be Admiral Chapman's recipe for the perfect pound cake.

STARSHIP LOG: 'Hope and Fear' [VOY]

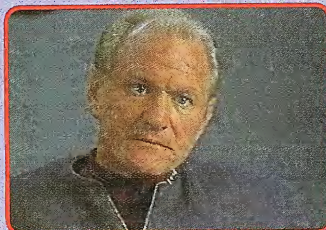
ADMIRAL COLTI

Following **Captain Sisko's** discovery of the lost **Bajoran** city of **B'hala**, Admiral Colti's arrival on **Deep Space Nine** poses a problem for **Odo** and **Worf**. The two officers cannot decide on suitable accommodation: Worf states that as Admiral Colti outranks **Admiral Veta**, the admirals' current billetings are not appropriate. Odo eventually assigns Colti to H-2, and Veta to D-9.

STARSHIP LOG: 'Rapture' [DS9]

ADMIRAL COBURN

Admiral Coburn is stationed at **Starbase 375** with **Admiral William Ross** and **Admiral Sitak** during the **Dominion** war. When he learns of **Captain Sisko's** plan to retake **Deep Space Nine** by putting together a task force comprising vessels from the Second, Fifth, and Ninth fleets, Coburn voices his concerns that such an offensive maneuver will leave Earth undefended, and thus an easy target for the **Dominion**.



▲ Coburn considers Earth's safety as paramount, and does not want to reassign its defending ships elsewhere.

STARSHIP LOG: 'Favor the Bold' [DS9]

ADMIRAL DRAZMAN

Admiral Drazman, nicknamed 'Droner' due to his boring personality, is the commander of the **Proxima Maintenance Yards**. In 2371, Drazman is present when a transporter malfunction strands **Captain Sisko**, **Jadzia Dax**, and **Dr. Bashir** in 2024 San Francisco. He had been due to accompany them to a formal dinner.

STARSHIP LOG: 'Past Tense', Part I [DS9]

ADMIRAL GILHOULY

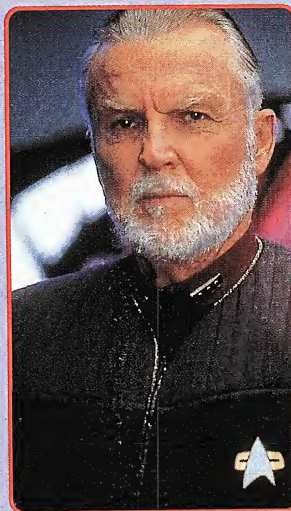
In 2373, during an expected **Dominion** attack on **Deep Space Nine**, Admiral Gilhoully arrives as the commander of a **Starfleet** task force sent to help **Captain Sisko** defend the space station.

STARSHIP LOG: 'By Inferno's Light' [DS9]

ADMIRAL NARSU

Admiral Uttan Narsu was in command of **Starbase 12** during the late 2160's. At the time of the mysterious disappearance of the **U.S.S. Essex NCC-173**, a **Daedalus**-class starship, Narsu was the direct commander of the ship's captain, **Bryce Shumar**. In 2368, the **U.S.S.**

ADMIRAL DOUGHERTY



In 2375, Admiral Matthew Dougherty is the highest-ranking **Starfleet** officer involved in a **Son'a-Federation** mission to relocate the **Ba'ku** from their colony world in the **Briar Patch**. The Son'a claim their motive for moving the Ba'ku is so that all races can benefit from the rejuvenating properties of their planet's rings, but once Dougherty realizes that it is in fact more about revenge, he turns against his former allies, and is killed by **Ru'afo**.

◀ Some of Admiral Dougherty's actions are morally dubious, but he is acting with the approval of the Federation Council.

STARSHIP LOG: STAR TREK: INSURRECTION

ADMIRAL HASTUR

Admiral Hastur, a friend of **Captain Sisko**, arrives on **Deep Space Nine** in 2372, along with the **U.S.S. Venture NCC-71854**. He has been sent to provide support during the **Cardassian/Klingon** conflict.

STARSHIP LOG: 'The Way of the Warrior' [DS9]

Enterprise NCC-1701-D is in orbit around a **Class-M** moon when **Captain Picard** discovers a **Starfleet** subspace distress call from the long-lost **Starship Essex**.

STARSHIP LOG: 'Power Play' [TNG]





STARFLEET ADMIRALS

ADMIRAL PATTERSON

Admiral Patterson is a prominent lecturer at **Starfleet Academy**, where he teaches fractal calculus. He is also a close friend of **Captain Janeway**. It is Admiral Patterson who takes Janeway on her first tour around the newly-commissioned **U.S.S. Voyager NCC-74656**, and discusses her mission into the **Badlands**.

STARSHIP LOG: 'Relativity' [VOY]

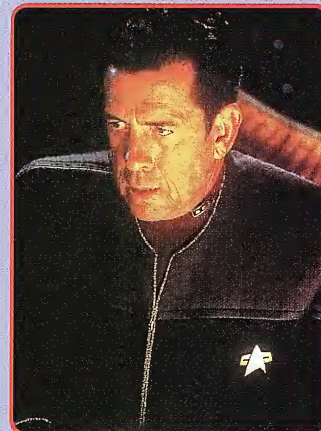


Admiral Patterson is one of the first people to board the **U.S.S. VOYAGER**.

ADMIRAL ROSS

Admiral William 'Bill' Ross is the **Starfleet** officer in charge of **Starbase 375** in the **Alpha Quadrant**. During the war against the **Dominion**, Ross proves himself to be an intelligent and sensible leader. He and **Captain Benjamin Sisko** develop a strong comradeship while they work together to devise a plan to liberate **Deep Space Nine** from **Dominion** occupation. Ross believes in Captain Sisko's competence and suggests that he replace **Captain Bennet** as head of the **Seventh Tactical**

Wing. It is Admiral Ross who endorses Sisko's plan in the presence of admirals **Sitak** and **Coburn**, during a briefing just prior to their attempt to retake the space station.



Admiral Ross proves to be a consistent and reliable leader during the dark days of the **Dominion** war.

STARSHIP LOG: 'A Time to Stand' [DS9]

ADMIRAL SITAK

After **Starfleet Command** orders all ships to fall back to **Starbase 375** during the **Dominion** war, **Captain Sisko** informs Admiral Sitak of his plan to retake **Deep Space Nine**. The skeptical **Vulcan** believes Sisko's plan is not without merit, but is concerned that the **Dominion** will undoubtedly send a large fleet to stop him from retaking the station. Sisko acknowledges Admiral Sitak's concerns, but defends his plan as he believes it may divert the **Dominion's** forces and slow their advance into **Federation** space. Admiral Sitak remains skeptical and wonders how Sisko can be sure that the **Dominion** will not attack Earth – concerns that are soon proved justified.

STARSHIP LOG: 'Favor the Bold' [DS9]



Sitak is a high-ranking **Vulcan** officer who works closely with human colleagues, such as **Admiral Coburn**.

ADMIRAL VETA

Admiral Veta arrives on **Deep Space Nine** in 2373, shortly after **Captain Sisko's** discovery of the lost **Bajoran** city of **B'hala**. The quarters to which Veta are initially assigned are later thought to be inappropriate to her rank, and she is reassigned to D-9.

STARSHIP LOG: 'Rapture' [DS9]

IMPOSTORS AND POSSIBLE FUTURES

ADMIRAL BULLOCK

In an elaborate reconstruction of the Earth campus of **Starfleet Academy**, built inside **Terrasphere 8**, **Species 8472** prepares for a preemptive strike against the **Federation**. An alien disguised as Admiral Bullock takes on the role of the academy's commanding officer, and is one of the principal aliens in charge of this sophisticated plot.

STARSHIP LOG: 'In the Flesh' [VOY]

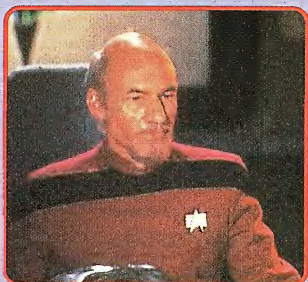


'Admiral Bullock' is in fact a shapeshifting member of **Species 8472**.

ADMIRAL PICARD

Jean-Luc Picard was once one of **Starfleet's** youngest captains, but he is yet to make his next step up the career ladder. In a fantasy reality created by the alien child **Barash**, however, he is portrayed as an admiral. The fantasy scenario is created from elements taken from the mind of **Commander William Riker**, Picard's first officer. Riker's willingness to accept Picard in this role demonstrates the high regard in which he is held by his friend and colleague.

STARSHIP LOG: 'Future Imperfect' [TNG]



Picard's exemplary record makes it easy to believe he will one day reach the rank of admiral.

ADMIRAL MACINTYRE

In a probable future timeline in which **Harry Kim** has returned to Earth following the destruction of the **U.S.S. Voyager NCC-74656**, Kim believes that MacIntyre wanted him to wed his daughter.

STARSHIP LOG: 'Timeless' [VOY]

ADMIRAL RIKER

William Riker, first officer of the **U.S.S. Enterprise NCC-1701-D** reaches the rank of **Starfleet** admiral in an **anti-time** future, presented to **Captain Picard**

by the omnipotent being known as **Q**. Riker's career success is not mirrored in other areas of his life, however; he still mourns the death of **Deanna Troi**, and has unresolved issues with **Worf**, who holds him responsible for his failed romance with Troi.

A brief glimpse into the future, allowed by **Q**, sees Riker reach the rank of admiral



STARSHIP LOG: 'All Good Things ...' [TNG]

Gul Dukat: Family and Friends

A dictator, murderer and villain to many, Dukat is not a man one might expect to possess a family and friends — and yet in his own way, he is a caring, loving father and a trusted ally to those he considers his confidantes.

The most notorious leader ever to rise up through the ranks of the **Cardassian Central Command**, **Gul** — later **Legate** — **Dukat** is known throughout the **Federation** as a war criminal and a cold-blooded enemy of freedom. Dukat runs the occupation of **Bajor** with an iron fist, masterminds the fateful **Dominion-Cardassian** alliance that costs millions of lives, and attempts, in his final days, to free the dangerous **Pah-wraiths** from captivity.

Yet there is another side to this ruthless Cardassian leader, one which he displays only to his family and closest friends. Despite the outwardly chilly aspect they show to other races, Cardassians possess a firm commitment to the family unit, often having several offspring. Dukat is no exception.

Family man

Dukat married early in his military career, and has seven children by his wife, all of whom reside on **Cardassia Prime**.

Dukat's relationship with his wife seems somewhat distant, however, and he hints on a number of occasions that she may be having affairs with other Cardassian officers. Certainly, it is known that Dukat himself has often enjoyed the company of other women, although his marriage still endures.

Broken promises

The names and sexes of Dukat's seven children are rarely discussed around others, although on one occasion the gul makes a point of mentioning one of his sons to **Commander Benjamin Sisko**, of Federation space station **Deep Space Nine**. Like Sisko, Dukat has a young son, named **Mekor**, who was born in 2360. During a joint operation in 2371 to recapture control of the starship **U.S.S. Defiant NX-74205** from **Maquis** freedom fighter **Thomas Riker**, Dukat reluctantly breaks a promise to Mekor to take him to the amusement center in Cardassia's **Lakarian City**, for his 11th birthday. Dukat

PROFILE ON DUKAT'S RELATIONSHIPS

FAMILY: Cardassians are dedicated to their families and Dukat is no exception. He has seven children with his wife on Cardassia Prime and two illegitimate children by Bajoran women, Tora Naprem and Mika.

FRIENDS: Dukat makes many associates during his rise to power, but he tends to discard people once they have served their usefulness. The ambitious leader does have one enduring friendship in the loyal Damar, however.

ENEMIES: Known widely as a ruthless war criminal during the occupation of Bajor, Dukat has made many enemies. Among them are Captain Benjamin Sisko and Colonel Hira Nerps.



▲ Cold and calculating, Dukat has few enduring relationships other than with those who are connected to him through ties of blood.

believes that this willingness to disappoint his son demonstrates that he is prepared to sacrifice time with his family in order to ensure the safety of

all Cardassian people.

Outside of his home-world, Dukat's affairs are something of an open secret. During the gul's time as **Prefect of Bajor**,



★ Favor to a friend

Even as the leader of Cardassia, Damar remains loyal to Dukat. He helps him in his revenge against the Bajorans by having Dukat's features surgically altered.



LONG-LASTING FRIENDSHIP

★ Loyal subordinate

Glinn Damar loyally serves Dukat aboard the **CARDASSIAN FREIGHTER GROUMALL**. He joins his leader in many battles against the Klingons.



Gul Dukat: Family and Friends



★ **Dukat's comfort woman**
Among Dukat's Bajoran comfort women is Kira Meru, the mother of Kira Nerys.



★ **Calculated affair**
Dukat has an affair with Kai Winn in order to use her to free the Pah-wraiths.

at the height of the Cardassian occupation, he and his men took on what they called 'comfort women' from the local Bajoran populace. Dukat's subordinates would pick and choose attractive females from the labor camps and townships, transporting them to the garrison aboard *Terok Nor*. In return for 'entertaining' the Cardassian troops, these women would be well-fed and cared for. Dukat often favored Bajoran women, taking a number of lovers – among them **Tora Naprem** and **Kira Meru**, the mother of *Deep Space Nine*'s **Colonel Kira Nerys**.

As well as his seven legitimate children, it is known that Dukat

also fathered a daughter with Tora Naprem during the occupation of Bajor. Born in 2353, the half-Cardassian **Tora Ziyal** could not be sent to Cardassia to be with her half-brothers and sisters, as any public acknowledgement of Dukat's affair with Naprem would cause an uproar. There is no doubt that Dukat cared deeply for Ziyal and her mother, however, ensuring that they remained safe during the occupation. In 2366, he arranged to send them to **Lissepia**. Their ship was ambushed, by **Breen** raiders, however, and the passengers were forced to work as slaves in a **dilithium** mine on **Dozaria**.

Family reunion

In 2372, Dukat and Kira visit the penal colony and locate Ziyal. It is too late for her mother, who has already died and been buried on Dozaria. Dukat briefly considers killing his daughter to cover up her existence, but he overcomes his cold-blooded nature and spares Ziyal's life. This honesty about his illegitimate daughter eventually proves to be Dukat's undoing – Cardassian society might well turn a blind eye to affairs conducted in secret, but Dukat's brazen candor in sending Ziyal to live with his family causes his wife to divorce him and depart with their children. His mother also disowns him, and Dukat suffers a severe demotion in position. Nevertheless, he shoulders the blame for these events and does his best to keep Ziyal well, transferring her to the charge of Major Kira on *Deep Space Nine* during the Cardassians' conflict with the **Klingons**. The depth of Dukat's love for his half-Bajoran daughter is laid bare when she is murdered by **Damar**, during the retreat that signals the end of the Dominion occupation of *Deep Space Nine*. Rather than escape, Dukat collapses, weeping over Ziyal's corpse, and is later captured by returning Starfleet forces. As a result of Ziyal's death Dukat suffers a mental breakdown, and it

is this that seems to lead him into a belief that he is the servant of the Pah-wraiths.

Loyal officer

Dukat's non-familial friendships are few; most of the associations he makes are purely for his own advancement, or for the convenience of the moment.

Dukat's only enduring association is with a subordinate: **Damar**, his former **glinn** aboard the **Cardassian Freighter Groumall**. The younger officer is assigned to Dukat's command in 2372, in the wake of his disgrace over Ziyal, but Damar soon proves his loyalty to the gul in battles with the Klingons. In later years, as Dukat leaves Cardassia to pursue his own agenda, it is the newly-promoted Legate Damar who helps him in

his plans to take revenge on the Bajoran people.

In his own twisted way, Dukat also sees his adversaries **Benjamin Sisko** and **Kira Nerys** as friends, though he later comes to see Sisko as his nemesis. Sisko and Kira do not reciprocate his 'respect' for them, but Dukat craves their esteem and makes futile attempts to win them over. In Sisko's case, Dukat initially sees him as a fellow warrior, with whom he has much in common. With Kira he attempts to replay his love affair with her mother, perhaps seeing her as a challenge, a personification of the Bajoran will he could never dominate. At the end of Dukat's life, however, he has nothing; both his family and friends are abandoned in the rush for power, and he dies alone and unloved.

"[Ziyal] is my daughter. That may not mean anything to you, but it means everything to me" — Dukat to Damar

DUKAT'S CHILDREN

Cult leader

After the death of Ziyal, Dukat gradually turns insane. In 2375, he forms a Pah-wraith cult on the abandoned Cardassian space station *Empok Nor*. Here the Cardassian is followed by Bajoran disciples loyal to his cause. Dukat refers to his cult members as his 'family,' and he even wears Bajoran robes and a Bajoran earring. He does not remain loyal to them for long, however, and has an affair with **Mika**, the wife of one of his followers. Later, he tries to convince his new family to commit suicide and so join the Pah-wraiths, in order to cover up his crime.



▲ **Blind loyalty**
When Mika becomes pregnant by Dukat, she pretends the child is her husband's.

◀ **Encouraging the worship of evil**
Dukat is obsessed with the Pah-wraiths and becomes a leader of their cult.



▲ **A father again**
Dukat secretly fathers an illegitimate child by one of his followers, **Mika**.



★ **Adversary**
DEEP SPACE NINE's Major Kira despises Dukat, but he seems determined to win her respect.





Geordi La Forge and Women

Chief Engineer Geordi La Forge is more comfortable around a starship's engines than in the company of females, though space travel and alien encounters serve to build his self-confidence when it comes to dating.

From the perspective of Chief Engineer Geordi La Forge of the *U.S.S. Enterprise NCC-1701-D*, starship engines are straightforward, simple machines that can be taken apart, fixed, and put back together again. Understanding the workings of the female mind, however, seems to be beyond La Forge's capabilities.

For example, Geordi's initial attempts to date *Enterprise* colleague **Christi Henshaw** typically end in disaster. He tries too hard to impress her with a fancy **holodeck** program, and this awkward liaison only confirms La Forge's own feelings of ineptitude when it comes to dating.

The shy engineer pours out his heart to **Guinan**, the female bartender in the *Enterprise's* **Ten-Forward** lounge. When Guinan points out that he converses easily with her because he is not trying to impress her, Geordi fails to see the connection. Other

★ Good advice

Geordi often pours out his woes to **Guinan**, the bartender of **Ten-Forward**. She advises him not to try so hard to impress women.

friends on the *Enterprise* offer La Forge further advice; **Lt. Worf** tells him to let his scent speak of love before his words do—but this is not very useful advice for a non-Klingon.

Old friends

Prior to serving on board the *Enterprise*, La Forge worked with **Lt. Susanna Leijten** on the *U.S.S. Victory NCC-9754*. Their relationship was similar to that of an older sister and younger brother. Geordi asked her for advice about women, which she handled with good-natured teasing. Five years later, the two friends are reunited on a mission, and their banter continues unabated. La Forge finds it amusing that Susanna nearly married **Paul Bogrow**, whom she used to dislike. In turn, the now-Commander Leijten teases Geordi about enjoying the bachelor life too much—particularly as he seemed so desperate to find a date when they served together on the *Victory*.

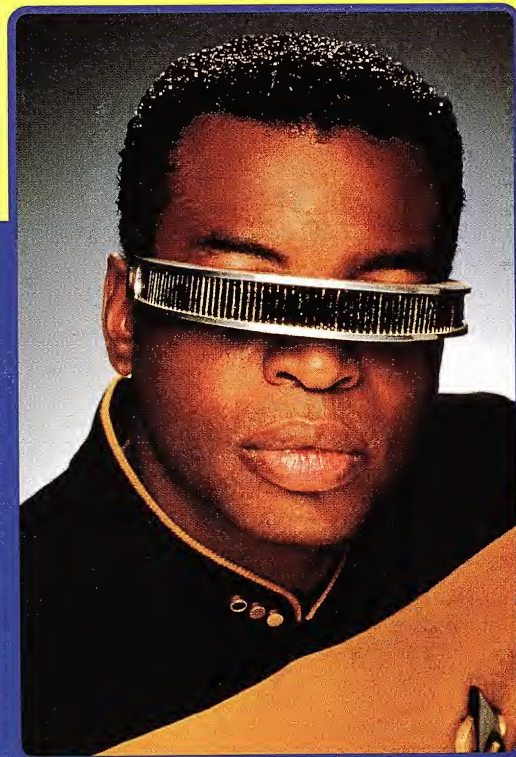
It takes an alien encounter in 2366 to bolster Geordi's self-

PROFILE ON GEORDI'S DATES

FAILED ROMANCES: Geordi La Forge finally finds the courage to ask **Christi Henshaw**, a fellow *U.S.S. Enterprise* colleague out on a date, but tries overly hard to impress her. Geordi also falls for **Dr. Leah Brahms** after creating a hologram of her, but the real Leah is already married.

JUST GOOD FRIENDS: Geordi finds he is able to relax in **Guinan's** company. He is also good friends with former colleague, **Susanna Leijten**.

LOVERS: Geordi has a brief affair with **Lt. Aquiel Uhuri**.



▲ Geordi La Forge may be able to swiftly devise solutions to dire problems facing the *U.S.S. ENTERPRISE NCC-1701-D*, but when it comes to having an intimate conversation with a woman, the young engineer often ends up paralyzed by indecision and embarrassment.

★ Second try

After his encounter with an alien **John Doe**, Geordi overcomes his insecurities and finds the self-confidence to date **Christi Henshaw** again.

THE DATING GAME



★ Fellow engineer Geordi establishes a close rapport with a holographic version of **Dr. Leah Brahms**.



Geordi La Forge and Women

"I can field strip a fusion reactor. I can realign a power transfer tunnel. Why can't I make anything work with a woman like Christi?"
— Chief Engineer Geordi La Forge



★ **Bonding of minds**
Geordi has a brief relationship with Lt. Aqueel Uhnari. Her race, the Haliians, use a Canar crystal to link their minds together during love making.



★ **Close comrades**
Geordi forged a strong friendship with Susanna Leitjen while serving on the U.S.S. VICTORY.

esteem and allow him to successfully date Christi Henshaw. When he helps to save the life of the Zalkonian nicknamed **John Doe** by **Dr. Beverly Crusher**, Geordi also begins to discover his own inner confidence. Initially, he tries to credit John Doe with this change, but the gracious alien insists that it was in him all along – he merely helped the shy engineer tap into it.

Holographic girlfriend

In the same year, Geordi enjoys a successful relationship with a computer-generated hologram. When the *Enterprise* is caught up in an ancient **Menthar** booby trap, the chief engineer has to quickly find a way of conserving energy by reorienting the ship's **dilithium crystal chamber**. He creates a hologram of **Dr. Leah Brahms**, an engineer who graduated from the **Daystrom Institute** and is widely recognized as an expert in theoretical propulsion for **Galaxy-class** starships.

The computer-generated Brahms complements Geordi's engineering mind; they work well together, finishing each other's sentences, and are in total agreement about how much the ship means to them both. Geordi becomes so entranced that he nearly forgets that this Leah is only a holocreation.

In 2367, the real Dr. Brahms –

now a senior design engineer for the **Theoretical Propulsion Group** – comes aboard the *Enterprise* for an inspection, and Geordi learns there is a huge difference between holo-fantasy and reality. Initially, he finds the true Leah – who is happily married – to be hostile and critical, particularly when she accuses La Forge of tampering with 'her' engines and learns of the hologram created in her image. Nevertheless, the two engineers realize they share a common ground in their love of engineering,

★ **Brief affair**
Geordi's romance with Aqueel ends when she leaves the ENTERPRISE to pursue her career.

and eventually part as friends.

Geordi's future with Dr. Brahms is unknown, although in the **anti-time future**, **Captain Jean-Luc Picard** finds that his former chief engineer has married Leah and become a novelist. He lives on **Rigel III** with his wife, Leah, and their three children, **Bret**, **Illandra**, and **Sydney**.

Unusual circumstances

After his encounter with the real Dr. Brahms, Geordi's self-esteem seems to increase. In 2369, he becomes romantically involved with **Lt. Aqueel Uhnari**, a suspect in a murder case on **Federation Relay Station 47**. At first, Geordi becomes acquainted with the missing lieutenant by scanning her personal files for clues. Through these intimate recordings, he comes to know the fascinating, opinionated, and funny Aqueel. When they eventually meet in person, Geordi is quick to support Aqueel, unable to believe the woman he came to know through her private recordings is capable of murder. The two also become lovers. When Aqueel's innocence is finally established, however, she leaves the *Enterprise*.

After many missed opportunities and awkward romances, Geordi La Forge has finally learned how to be himself. This makes him far more attractive to the opposite sex – just as Guinan wisely predicted.

PERFECT COMMUNITY

Hannah Bates

In 2368, the **U.S.S. Enterprise NCC-1701-D** helps to save a genetically engineered community from planetary disaster. **Moab IV** is home to the **Genome Colony**, whose members are genetically engineered to fulfill a specific purpose. The colony's expert on its biosphere and ecology is scientist **Hannah Bates**. She works closely with the *Enterprise's* Chief Engineer **Geordi La Forge** to find a way to save her world from an approaching stellar core fragment. Geordi is attracted to the beautiful young scientist and the feeling is mutual. Hannah eventually asks for, and is granted, asylum on board the *Enterprise*.

▶ **Professionals**
Geordi La Forge works closely with Hannah Bates of the Genome Colony to find a solution to an impending catastrophe. The two become attracted to one another.



▲ **Like minds**
Geordi and Hannah find they have much in common; they both enjoy problem solving and find that they work well together. Hannah requests asylum on board the ENTERPRISE, after spending so much time with an outsider.



FILE 48 KLINGON PERSONNEL

Arne Darvin

Arne Darvin appears at first glance to be nothing more than an obsequious human bureaucrat, but his self-effacing manner conceals a cunning and treacherous operative with a secret agenda: he is in fact working for the Klingon Empire.

Secret agent **Arne Darvin** is a **Klingon** by birth. After decades spent masquerading as a human, however, he displays none of the belligerence and aggression typical of his people.

During the mid-2260's, Darvin is surgically altered to resemble a human, and sent to infiltrate the **United Federation of Planets** government. His new identity makes him ideally suited to this mission; short

and slight, with rather unremarkable Caucasian features, Darvin epitomizes the stereotypical 'faceless administrator,' a man so devoid of personality that he is forgotten as soon as he leaves the room. This anonymity helps Darvin to assume a key role within an important Federation department: by **Stardate 4523**, he is serving on **Deep Space Station K-7** as an administrative assistant to **Nilz Baris**, Federation Undersecretary

★ Federation assignment

In 2267, Federation administrator Arne Darvin is assigned to **DEEP SPACE STATION K-7** to oversee the transport of **quadrotriticale** grain to **Sherman's Planet**.



★ Sabotage

Captain Kirk of the **U.S.S. ENTERPRISE** discovers the dead **tribbles** in the **quadrotriticale** stores. They have been poisoned by the grain, highlighting the fact that there is a saboteur on the station.

★ Deception

Darvin is not a typical Klingon. He is willing to be surgically altered to look human and infiltrate the Federation.

PROFILE ON DARVIN

NAME: Arne Darvin

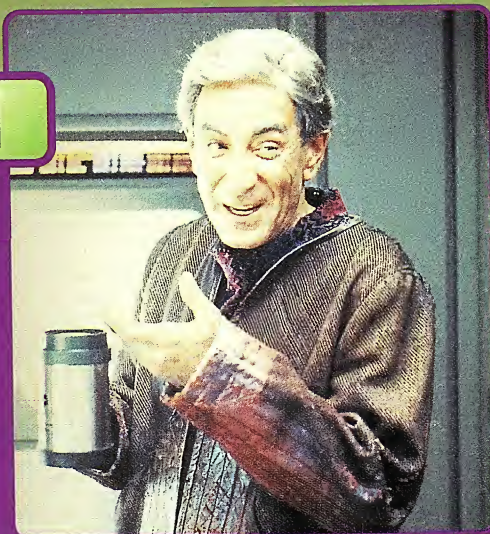
LIFE FORM: Klingon male, surgically altered to appear human.

OCCUPATION: 2267: Spy for Klingon Intelligence; 2373: Independent trader, traveling under the guise of human merchant **Barry Waddle**.

STATUS: Currently in Federation custody after attempting to alter the timestream.

FIRST SEEN: 'The Trouble With Tribbles' [TOS]

LAST SEEN: 'Trials and Tribble-ations' [DS9]



▲ At first glance, no one would guess that the unremarkable trader **Barry Waddle** began life as a Klingon; his human appearance is the result of an undercover mission in the mid-2260's.

in charge of **Agricultural Affairs**. **Baris** is an important figure in the dispute over **Sherman's Planet**, a world located close to the Klingon border that the Federation and the Klingon Empire have each attempted to claim as their own. Under the terms of

the **Organian Peace Treaty**, ownership will be allocated to the side that proves it can best develop the planet.

Baris is determined to ensure that **Deep Space Station K-7** safely stores a consignment of

quadrotriticale, a grain essential to the Federation's development bid. His efforts are undermined, however, when Darvin secretly poisons the shipment. Darvin is a cool, confident, and calculating operative, and has good reason

to believe his covert intervention will help secure the Klingons' bid. The agent has no way of knowing that his devious machinations will be undone by small, furry life forms known as **tribbles**, brought onto **Deep Space Station K-7** by itinerant trader **Cyrano Jones**.

Fuzzy heroes

The tribbles reproduce at an alarming rate, infesting every area of the station and devouring the **quadrotriticale** shipment. The creatures are poisoned by the grain, and when their bodies are discovered in the storage compartments by **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-1701**, the Klingon plot becomes obvious.

Suspicion initially falls on **Captain Koloth**, the commander of a Klingon crew taking shore leave

HUMAN IMPOSTOR

Arne Darvin



★ Uncovered

Kirk identifies Darvin as a Klingon agent by pointing a tribble at him.

on the station, but the tribbles' marked affection for all humanoids except Klingons gives Kirk the clue he needs to identify the real saboteur. When a tribble comes into contact with Darvin, it shrieks and rears up, suggesting that the official is a surgically altered Klingon – a fact quickly confirmed by **Dr. Leonard McCoy's** tricorder readings. Darvin is taken into custody, and the threat to the colonization project is averted.

Vengeful obsession

Klingon Intelligence disowns its unmasked operative. This exile leaves Darvin trapped in his human guise, feeling bitter and betrayed. For the next century, he is condemned to a nomadic and perilous existence traveling under various false identities; his last known alias is **Barry Waddle**, a human trader in gemstones, kevas, and trillium.

In 2372, Darvin becomes trapped in **Cardassian** space during the Klingon invasion. Through his various disreputable contacts, he hears that the **U.S.S. Defiant NX-74205** will be arriving at Cardassia to collect the **Bajoran Orb of Time**, a sacred artifact due to be returned to **Bajor**. This information gives Darvin a new idea: the chance to exact his revenge on Kirk for uncovering his deception in the Sherman's Planet affair. He sees the opportunity to restore his reputation and position with the Klingons.

Claiming refugee status, 'Barry Waddle' maneuvers



"I hope I never see one of those fuzzy, miserable things again."

— Arne Darvin

★ Facade

Darvin continues with his human facade aboard the U.S.S. Defiant, saying he is delighted at hearing human voices again.

★ Orb of Time

The Bajoran Orb of Time can provide a portal to the past. Darvin uses it to return to 2267.

his way on board the *Defiant*, theatrically expressing his dislike for Klingons in front of **Lt. Commander Worf**. He gains access to the Orb of Time and uses it to return the *Defiant* to the moment of his original defeat. His all-consuming desire for vengeance blinds him to the potentially calamitous consequences of meddling with the timeline.

Sent back to the 23rd century, personnel from the *Defiant* disguise themselves as Starfleet officers of the time and search for

Darvin on *Deep Space Station K-7* and the **U.S.S. Enterprise NCC-1701**. When the saboteur is eventually recaptured, his previously innocuous manner quickly gives way to an intense and obsessive arrogance.

Idle boasts

Darvin babbles about how his commemorative statue as a hero of the Klingon Empire should look. His overconfidence leads him to boast that since the tribbles caused his downfall, he has now arranged

for a tribble to be the agent of Captain Kirk's doom as well: he has planted an explosive device inside one of the thousands of tribbles on either the *Enterprise* or *Deep Space Station K-7*.

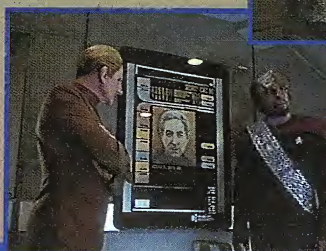
Captain Benjamin Sisko and **Science Officer Jadzia Dax** succeed in isolating the lethal furball from among the thousands of dead tribbles, and beam it safely into space with only seconds to spare. Arne Darvin is now faced with

another prolonged spell of incarceration courtesy of the Federation.

Darvin's dream of returning to the **Klingon Empire** a hero remains unfulfilled. More ironically, his trip into the past has an unforeseen side effect: the tribbles, previously extinct in the 24th century after the Klingons wiped them out at the end of the 23rd, are reintroduced to the Galaxy after some travel back through time aboard the *U.S.S. Defiant*. For Darvin, this is no doubt a much worse punishment than any length of incarceration.

★ Caught

Odo and Worf apprehend Darvin and bring him back to the Defiant, but the saboteur has already planted a bomb.



★ Past history

Chief of Security Odo and the Klingon Lt. Commander Worf identify Barry Waddle as a former Klingon Intelligence agent.

DECEIVED BY DARVIN

Lurry and Baris

The Klingon agent known as Arne Darvin plays his role as Federation administrative assistant to perfection. He completely fools his direct superior, Federation Undersecretary Nilz Baris, as well as the manager of *Deep Space Station K-7*, Mr. Lurry. Baris and his assistant are assigned to oversee the safe transport of **quadrotriticale**, a genetically engineered hybrid grain of wheat and rye. It is the only

grain that will grow on Sherman's Planet, making its shipment vital to the Federation's plans to develop that world. Baris summons the **U.S.S. Enterprise to Deep Space Station K-7** to protect the granary, infuriating the starship's captain, James T. Kirk. It is therefore ironic when the **quadrotriticale** is contaminated by Baris's own assistant, Darvin.

▶ The Undersecretary

Baris insists that the ENTERPRISE protects the shipment of quadrotriticale.

▼ The manager

Mr. Lurry little suspects that a Klingon agent is aboard DEEP SPACE STATION K-7.



Deflector Shields

As starships travel across the Galaxy they have to withstand many hazards, from dangerous natural phenomena to aggressive alien races. Most ships are equipped to fight back, but more important to their safety is the strength and reliability of their **deflector shields**, a field of science in which Starfleet is always looking to improve its knowledge.

The exterior hull of a spaceship is literally all that stands between the life of its crew and the inhospitable void of space. To minimize the possibility of a hull breach, most starships employ tactical and navigational **deflector shields**, a type of mutable forcefield that provides a vital layer of firstline protection against most of the dangers a vessel will encounter.

The navigational deflectors protect the ship from the hazards of space; crashing into celestial bodies is an obvious danger, but even subatomic particles can pose a threat to ships moving at warp or high impulse speeds. There are two kinds of navigational deflector – passive and active – both of which are powered by **subspace field coils**.

Passive navigational deflectors run inference against whatever low-mass particles happen to be in the starship's path during sublight travel. The system operates by broadcasting energetic fields forward from the main emitter dish that push

aside interstellar gas and dust to form a clean zone through which the vessel may safely pass.

The active navigational deflectors use sensors to scan for and detect matter that will not be brushed aside by the passive deflectors. Once such an object has been identified, computer-controlled targeting shoots a tractor-deflector beam of sufficient power to remove it from the ship's course. Such hazards are usually identified and removed while they are still thousands of kilometers in front of the ship.

Both kinds of navigational deflectors are automated systems. The ship's computer automatically increases or decreases the size and power of the navigational deflector shields as dictated by a number of factors, including the speed of the ship and the particulate density measured in the surrounding space.

Tactical deflectors are an equally key part of the ship's defenses, designed to protect the vessel from

deliberate attacks. The tactical deflector forcefield is a **graviton field** that creates a tight spatial distortion conforming to the profile of the ship; vessels usually have a number of deflector field generators installed across their exterior. The hull of the ship is constructed to include superconducting waveguides, called deflector girds, that disseminate the power of the graviton generators equally over the exterior with minimal loss of signal.

Class differences

Shield specifications change between classes, from ship to ship, and can even depend on the situation. **Galaxy**-class starships, for example, use up to seven deflector field generators at up to 85 percent capacity during battle situations. By contrast, the same vessel's cruise mode field generator output is approximately 5 percent.

If a ship is designed to separate into two or more sections, such as

the saucer section and engineering hull configuration of the **U.S.S. Enterprise NCC-1701-D** or the **multivector attack mode** of the **U.S.S. Prometheus NX-59650**, then each section has a number of medium-power field generators installed to provide protection during separated flight mode.

Deflecting a full spectrum of electromagnetic radiation is possible but impractical, so shields are designed to operate within a specific range of frequencies selected to repel commonly used directed energy weapons. During alert status, the precise modulation frequencies and band widths are cycled on a nonsystematic basis to make it difficult for an enemy to match the field's frequency. If an adversary's weapons can be attuned to the same frequency, modulation, and mutation, they can then penetrate the shield. This same information can be used to identify a ship's origin, model, and type.



▲ It is important that a starship crew know when the vessel's shields have been damaged or depleted. Duty console displays keep officers constantly updated.

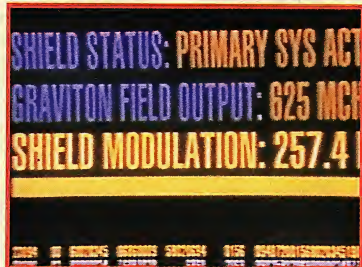


▲ The shields of the **U.S.S. ENTERPRISE NCC-1701-C** are called on to protect the ship from extreme temporal as well as spatial stresses.

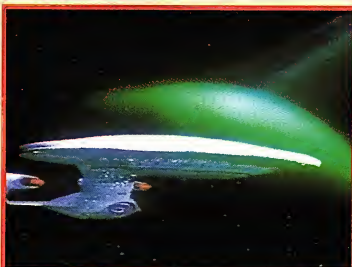
▶ So far, the deflector shields of the **U.S.S. VOYAGER** have been able to withstand most of the unknown hazards encountered in the Delta Quadrant.



Deflector Shields



▲ The status of deflector systems are displayed on duty consoles across the ship.



▲ Enemy fire illuminates the deflector shield, revealing its cocoon-like, oval shape.



▲ Space stations as well as starships are equipped with deflector shields.



▲ No deflector can protect a ship against every hazard, and some breaches will occur.

Navigational and tactical deflector shields pose major challenges to other key systems. Warp drive's overlapping subspace fields, for example, are thrown out of calibration by the deflectors' spatial distortion. Compensatory subroutines in both systems are required, at a considerable energy cost. Long-range sensors are severely affected by the deflector field distortion and EM interference. Sometimes, sensor data can be collected only during momentary windows between the generation of deflector fields. A few instruments, including those that monitor subspace field stress and gravimetric distortion, are blanked out if deflector distortion exceeds a certain level.

Additionally, using the **Bussard ramscoop** – which seeks to gather the same material navigational deflectors are programmed to scatter – requires careful consideration. The navigational deflector fields are modulated to become strainers, allowing only the desired hydrogen particles through to the ramscoop.

Many difficulties caused by the deflectors can be overcome. One problem, however, has yet to be solved – how to get a **transporter's** annular confinement beam to pierce the spatial distortion created by deflectors without becoming scrambled in the process. For the time being, reliable transporter operations can take place only when shields are lowered.

Far from impenetrable

Innovative ways to defeat existing shield systems are much sought after by the Federation's enemies, and several have been

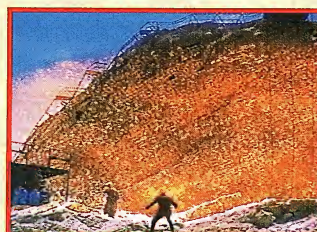
discovered. **Krenim chronoton torpedoes** can penetrate shields because the torpedoes are in a continual state of temporal flux. Other shield-penetrating systems include proton-based devices, **quantum resonance charges**, **interferometric pulses**, **Jem'Hadar phased polaron beam weapons**, and **quantum torpedoes**. A polaron burst can also change a deflector field's polarity, causing it to light up like a neon sign and making it an easy-to-see target.

Some life forms can also pass through deflector shielding, such as the plasma-based beings living in **Nebula FGC-47**.



▲ **BORG CUBES'** energy bursts can match the modulation of a starship's shields, rendering them inoperable.

▲ Deflector shields can be erected around ground-based facilities, such as Dr. Soran's missile launch site on Veridian III.



CONTINUING DEVELOPMENTS

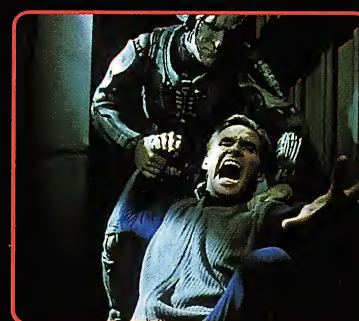
The cutting edge

New ways to improve deflector shield technology are always on the drawing board. During the 2360's, the Federation experiments with Dr. Reyga's metaphasic shielding and regenerative shielding for its next generation of starships. Additionally, new defensive uses for deflectors are constantly being created – usually in the heat of battle. For example, the deflector grid can be used to emit false sensor data, making an enemy believe a different spacecraft is being detected. This technique, called **echo displacement**, fools the Kazon into believe they are facing a number of Talaxian ships in 2373.

A lot can be learned from looking at the shield technology employed by other races. The vessels of the Jem'Hadar have shielding that prevents a tractor beam from locking on, for example. The **U.S.S. Voyager NCC-74656** has encountered refractive shielding in the Delta Quadrant, which makes ships invisible to sensors – unless one knows the precise frequency to scan for. Multadaptive Federation shielding can make ships invisible to the Borg.

▲ The **S.S. RAVEN** has multadaptive shielding designed to deflect Borg sensors, rendering it invisible. Sadly, the system fails when the ship crashlands during an ion storm and its crew, xenobiologists Magnus and Erin Hansen and their young daughter Annika, are assimilated.

▲ Ferengi scientist **Dr. Reyga** develops a revolutionary new shielding technique, which he then tests aboard the **U.S.S. ENTERPRISE NCC-1701-D** in 2369. Reyga is later murdered by **Jo'Bril**, a Takaran scientist who hopes to steal the technology and take the credit for its successful completion.



▲ The **RAVEN's** shields may have relied a little too much on protecting it from Borg sensor scans rather than general space hazards, such as the ion storm that forces it to crashland.





CAPTAIN'S LOG

STARDATE: 46041.1

"We have located the U.S.S. YOSEMITE, a Starfleet science vessel sent to the Igo sector to observe a remote plasma streamer. The ship has not been heard from in several days."

'Realm of Fear'

Lt. Reginald Barclay encounters a strange life form in the U.S.S. Enterprise NCC-1701-D's transporters. The ever-nervous engineer becomes convinced that he has contracted the first case of transporter psychosis in 50 years.

The crew of the U.S.S. Enterprise NCC-1701-D locate the U.S.S. Yosemite NCC-19002 drifting in the Igo sector. Lt. Reginald Barclay suggests that a link between the two ship's transporter systems should help to overcome local interference.

The nervous engineer cannot, however, bring himself to follow an away team onto the Yosemite, and he sheepishly admits to Counselor Deanna Troi that he suffers from a lifelong phobia of transportation.

With Troi's encouragement, Barclay finally faces up to his fears and beams off the Enterprise. On the Yosemite, the away team discover the corpse of a lone crew member, Lt. Joshua Kelly, as well as evidence of an onboard fire and fragments from a broken sample container.

When Reg transports back to the Enterprise, a life form inhabiting the transporter's matter stream flies toward him and touches his arm. A transporter sweep reveals nothing unusual, but Barclay's arm starts to glow, and he fears he has contracted the first case of transporter psychosis in 50 years.

Transporter life forms

An autopsy reveals that Kelly died when plasma from the high-energy stream somehow entered his body; Dr. Beverly Crusher also finds traces of the same material in the unfortunate Barclay. The crew deduce that the plasma is actually a form of life, brought onto the Yosemite in the broken container. The virtually undetectable creatures caused the fire on the science vessel, and then infested the Enterprise's transporter buffers during the link-up between the two ships.

Chief Engineer Geordi La Forge believes that holding Reg suspended in mid-transport may be the only way to screen the life forms out of his body. When Barclay returns to the data stream, he finds that members of the Yosemite crew have also been suspended in transporter limbo by Joshua Kelly. Reg initiates the safe recovery of these Federation citizens, and is hailed a hero by the crew. The transporter biofilters are then reprogrammed to force the life forms back into the plasma stream.

STARSHIP FACTS

Troi introduces Barclay to plexing, a Betazoid relaxation technique.

ON SCREEN...



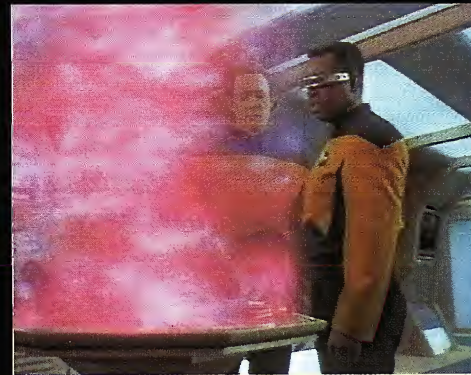
1 Lt. Reginald Barclay's lifelong fear of transportation prevents him from beaming over to the U.S.S. YOSEMITE with the rest of a U.S.S. ENTERPRISE away team.



2 On the YOSEMITE, Commander Riker and Dr. Crusher discover the corpse of a single crew member, as well as evidence of an onboard fire.



3 Barclay faces up to his fears and finally travels by transporter. Returning to the ENTERPRISE, he is attacked by a strange life form inhabiting the matter stream.



4 Lt. Commander Data and Chief Engineer La Forge carry out an experiment on board the ENTERPRISE that confirms Barclay's story about the alien creatures.



5 Barclay bravely rescues a YOSEMITE crew member he finds trapped in transporter limbo. The engineer is acclaimed a hero by the rest of the crew.



6 Barclay is finally able to relax in the company of Transporter Chief Miles O'Brien, and even make friends with Christina, O'Brien's pet Lycosa tarantula.



'Man of the People'

Counselor Deanna Troi rapidly ages after she telepathically links with famous Federation mediator Ves Alkar. Troi's concerned colleagues on the *U.S.S. Enterprise NCC-1701-D* rush to find a cure for her life-threatening condition.

CAPTAIN'S LOG
STARDATE: 46071.6

"We have been called to the aid of a transport ship which has been attacked near Rekag-Seronia. Hostilities between the two factions on that planet have intensified recently, threatening an important Federation shipping route."

ON SCREEN...

Federation mediator Ves Alkar travels to Rekag-Seronia to conduct peace negotiations between the planet's two warring factions. Two Rekag ships damage Alkar's transport vessel, so the Lumerian ambassador and his aged, jealous mother Sev Maylor are transported onto the *U.S.S. Enterprise NCC-1701-D*.

Captain Jean-Luc Picard agrees to take Alkar to Seronia. During the journey, the ambassador's mother passes away in his quarters. Dr. Beverly Crusher asks Alkar's permission to carry out an autopsy on Maylor, so that she can establish a cause of death. The ambassador turns down the request, however, claiming that Lumerian custom forbids such a procedure. He is later joined by two aides, Jarth and Liva.

Deanna Troi agrees to empathically link with Alkar and help him perform a Lumerian funeral meditation in honor of Maylor. The ritual somehow turns the Betazoid counselor into a rapidly ageing sexual predator who cannot bear to be parted from Alkar. Matters come to a head just before the ambassador beams down to Seronia – a haggard Deanna attacks Picard with a knife, in a failed bid to keep Alkar on the ship. A security team escorts Troi to sickbay.

Negative emotions

The captain approves an autopsy on Maylor. Dr. Crusher discovers she is actually an unnaturally aged 30-year-old woman who has no genetic link to her 'son.' When questioned by Picard, Alkar admits that he can project his negative emotions onto others; Maylor and Troi have served as his "receptacles," leaving him calm and focused for his vital diplomatic duties. He refuses to relinquish his hold over Troi.

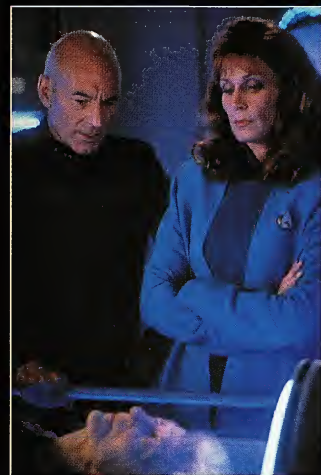
Dr. Crusher places Deanna in a medical suspension, a deception that forces Alkar to break his link with Troi and turn his attentions toward Liva. Picard beams the vulnerable young woman out of harm's way before Alkar can turn her into his next receptacle. Unable to displace his negative emotions, the ambassador rapidly ages and dies. In contrast, Deanna swiftly returns to normal, brought back to life by Dr. Crusher.



1 Ves Alkar and his mother Sev Maylor are given safe passage on the *U.S.S. ENTERPRISE*. Maylor reacts jealously to Deanna Troi when the counselor welcomes the old woman onto the starship.



2 Alkar's mother passes away en route to Rekag-Seronia. The ambassador asks Deanna to help him perform a traditional Lumerian meditation ritual in honor of Maylor's memory.



3 Dr. Crusher becomes suspicious when she is unable to establish a cause of death for Maylor. Alkar refuses to let Beverly perform an autopsy on his mother, as he claims the procedure conflicts with his beliefs.



4 Troi starts to age at an alarming rate, and turns hysterical when Alkar prepares to leave for Rekag-Seronia. Captain Picard tries to restrain the haggard counselor, but she attacks him with a knife.



5 Crusher and Picard place Deanna in medical suspension, hoping this will force Alkar to break the psychic link he shares with his latest female 'receptacle.'



6 When Alkar is deprived of Troi's empathic powers he quickly singles out Liva as his next victim. Picard and his officers manage to beam the young aide to safety, leaving Alkar to finally face up to all his negative emotions.

STARSHIP FACTS

A When Troi is linked with Alkar she gives Ensign Janeway some harsh advice during a counseling session.



'SONS AND DAUGHTERS'

"A vital mission, impossible odds, and a ruthless enemy. What more could we ask for? I tell you Worf, I feel young again."

— General Martok

'Sons and Daughters'

Commander Worf is reunited with his son Alexander Rozhenko for the first time in five years aboard the *I.K.S. Rotarran*. Alexander's naivete and inexperience soon make him the ship's fool, deepening the rift between estranged father and son.

General Martok brings **Captain Benjamin Sisko** and his crew back to **Starbase 375** for a debriefing with **Admiral William Ross**. Martok's ship, the *I.K.S. Rotarran*, receives just five reinforcements from the *I.K.S. Vor'nak*; **Commander Worf** is astonished to discover that his estranged son, **Alexander Rozhenko**, is among the new arrivals. Much to Worf's dismay, Alexander insists he is not a member of any **Klingon House** — the young man's honor will be his, and his alone, during the war with the **Dominion**.

The **Klingon High Council** soon orders the *Rotarran* to escort a convoy to **Donatu V**. The last three convoys sent there were destroyed by the **Jem'Hadar**, so it is vital that Martok and the *Rotarran* successfully complete this new assignment. The general senses that his first officer is troubled by Alexander's presence on the *Bird-of-Prey*; he urges Worf to speak with his son, and find out why he has finally decided to embrace the Klingon heritage he previously spurned. Alexander reacts coldly when confronted by his father, saying only that his adoptive human grandparents, **Sergey** and **Helena Rozhenko**, fully supported his decision to enlist in the **Klingon Defense Force**.

Ziyal's return

In another part of the Galaxy, **Major Kira Nerys** feels very confused when **Ziyal** — **Gul Dukat's** daughter — returns to the Dominion-controlled station **Terok Nor** to be with her father. Kira had managed to secure the young woman a place at a **Bajoran** university, but the fact that **Gul Dukat** is leading the war against Sisko, the **Emissary** of the wormhole **Prophets**, ensured she would never fit in on **Bajor**. The major accepts that Ziyal now feels more at home on **Terok Nor**, and reluctantly agrees to have dinner with Dukat and his daughter. Kira and the **Cardassian** leader manage to find some rare common ground during the meal, both of them delighting in Ziyal's blossoming artistic talent.

When the **Cardassian Institute of Art** decides to exhibit three of Ziyal's drawings, Dukat throws a party to celebrate, and presents Kira with a beautiful new dress to wear for the occasion. The major at first admires the gift, then quickly realizes her

ON SCREEN...



1 Captain Sisko and his stranded officers are rescued by the *I.K.S. ROTARRAN*. They are brought back to **STARBASE 375** for a meeting with **Admiral William Ross**.



2 General Martok requests 15 officer reinforcements from the *I.K.S. VOR'NAK*, but receives only five new members of the **Klingon Defense Force**.



3 Worf is amazed to find that his son, **Alexander Rozhenko**, is among the new arrivals. It has been five years since father and son last saw each other, and Worf has no idea why Alexander has suddenly decided to embrace the warrior life he formerly disdained.



4 On the **Dominion-controlled station TEROK NOR**, Major Kira is surprised but delighted when Ziyal returns to be with her father, **Cardassian leader Dukat**.



5 Martok is overjoyed when the **Klingon High Council** give him a new, dangerous mission. The *ROTARRAN* is ordered to accompany a convoy bound for **Donatu V**.



6 Alexander no longer considers himself to be a member of any **Klingon House**; nor will he tell Worf why he has now decided to fight for the glory of the **Klingon Empire**.





'Sons and Daughters'

acceptance would be a betrayal of everything she believes in. Kira returns the garment to Dukat, who wastes no time in passing it on to his delighted daughter. It is only later that Ziyal fully grasps that her close friendship with Kira has become yet another casualty of the Dominion war.

On the *Rotarran*, Alexander soon finds that his human upbringing and lack of warrior training make him an easy target for the crew's mockery and ridicule. In the mess hall, the young Klingon is rashly drawn into a **d'k tahg** fight with **Ch'Targh**, a far more experienced Klingon opponent. Worf anxiously watches the altercation, and steps in before Ch'Targh can seal his inevitable victory. Alexander is furious at his father's intervention, and even Martok expresses doubts about Worf's actions.

Elementary error

When Alexander is given charge of the *Rotarran's* sensor array, he unfortunately mistakes a computer battle simulation he forgot to wipe for a real Jem'Hadar attack, needlessly placing the ship on red alert status. Concerned that his son has become the ship's fool, Worf tries to teach Alexander the rudiments of the **bat'leth**, but their training session soon collapses into a bitter argument. Martok later grants Worf's request that Alexander be transferred off the *Rotarran*, informing the hapless new recruit that he should prepare to transport to the cargo vessel **Par'tok**. This proves to be the final straw for Alexander, who pulls no punches as he angrily tells his father, "I wasn't the kind of son you wanted, so you pretended that you had no son. You never accepted me. You abandoned me."

These simple words hit Worf hard, but before he can react, the *Rotarran* and its convoy are fired upon for real, by a **Jem'Hadar Attack Cruiser**. Alexander bravely volunteers to seal a leaking **primary impulse injector** before it blows out the whole of Deck 5. In a sudden flash of clarity, Worf sees Alexander as a separate person to himself, whom he loves deeply and may never see alive again. The moment is broken when Ch'Targh offers to carry out the mission alongside Alexander.

Martok uses all of his vast tactical experience to destroy the Jem'Hadar ship, and the mission to secure the injector also goes off without a hitch, although afterward Alexander accidentally locks himself behind a hatch on Deck 5. Rather than berate his son for his clumsiness once again, Worf finally acknowledges that the crew's good-natured

laughter merely signifies their acceptance of, and fondness for, Alexander.

Worf privately promises to make up for the mistakes he made during his son's childhood by teaching him everything he will need to know about being a warrior. In turn, Alexander accepts the honor – and

grave obligation – of becoming a member of the House of Martok. The general naturally leads the induction ceremony, and with the words "**Wachk ihw, wachk kkor-duh**" ("One blood, one house") father and son finally stand proudly together, family members once more.

ON SCREEN...



7 Ch'Targh and other members of the ROTARRAN crew make fun of Alexander's human upbringing by pouring grapok sauce over his bowl of bregit lung.



8 Alexander rashly challenges Ch'Targh to a knife fight. Worf has to step in to rescue the situation, a tactic that only increases Alexander's shame and anger.



9 Alexander's inexperience leads him to mistake a computer battle simulation for a real Jem'Hadar attack. Worf worries that the ROTARRAN crew have nominated his son to be the ship's fool.



10 Gul Dukat gives Kira a beautiful new dress. The major returns the gift to Dukat when she realizes her acceptance might be seen as an endorsement of the Cardassian leader's odious tactics.



11 Worf recognizes that he has been unnecessarily harsh with Alexander after his son courageously helps to save the ROTARRAN from a plasma leak.



12 Alexander follows Worf's example and joins the House of Martok. Father and son put aside their differences and stand together as family once more.

STARSHIP FACTS



Jake Sisko is eager to become a member of Kira's nascent resistance movement on *Terok Nor*, but his interest is gently rebuffed by the major and Odo. Quark instead teases the young reporter by offering him work as a bartender.

R continued

rippleberries

An edible fruit. Due to the **Vortas'** genetically limited sense of taste, rippleberries are one of the only foods that they can truly enjoy, along with **kava nuts**. (*Starship Log*: 'Treachery, Faith, and the Great River' [DS9]) **SEE FILES 58, 70**

Risa

A **Class-M** resort planet, best known for its sensual delights. **Starfleet** personnel are among those who enjoy Risa's climate-controlled weather and unrepressed attitude toward **jamaharon**, or sex. **Tom Paris** included baked Risan beans in his description of the perfect meal. Risa exports local crafts and goods, such as the Risan tapestries **Quark** claimed to own, and the Risan perfume that **Jadzia Dax** gave to **Dr. Lenara Kahn** in 2372. **Garak** included a Risan traditional wedding gown among the samples that he presented to **Leeta** and **Rom**. (*Starship Log*: 'Captain's Holiday' [TNG]; 'Let He Who is Without Sin ...' [DS9]; 'The Chute' [VOY]) **SEE FILES 4, 69, 70, 71**

Riska

This teenaged girl was living on **Deep Space Nine** in 2371. Riska's friend, **Leanne**, invited her to a dinner with **Rom** and **Jake Sisko**, but Riska left during the meal because of Rom's boorish behavior. (*Starship Log*: 'Life Support' [DS9]) **SEE FILE 70**

Rislan

This **Nyrian** scientist preferred warm climes and shunned bright light. Rislan helped to hijack the **U.S.S. Voyager NCC-74656** and transport its crew to a restricted habitat in 2372. (*Starship Log*: 'Displaced' [VOY]) **SEE FILES 40, 71**

Rite of Emergence

A method used by a **Trill** host to bring the memories and personality of a previous host to the forefront. **Ezri Dax** used this technique to consult with her symbiont's murderous former host, **Joran**. (*Starship Log*: 'Field of Fire' [DS9]) **SEE FILES 9, 43, 70**

Rite of Separation

At the end of a romance, **Bajoran** couples take time to appreciate their relationship before parting on friendly terms. **Dr. Julian Bashir** and **Leeta** completed their Rite of Separation on **Risa**, in 2372. (*Starship Log*: 'Let He Who is Without Sin...') [DS9]) **SEE FILES 10, 43, 47, 70**

Dr. Bashir and Leeta performed the Bajoran rite of separation. The two remained good friends after their relationship ended.



Rite of Succession, Klingon

The method by which a new ruler is selected for the **Klingon Empire**. After the previous leader is certified dead by the **Sonchi**, an **Arbiter of Succession** determines who is allowed to fight for the vacancy. (*Starship Log*: 'Reunion' [TNG]) **SEE FILES 11, 43, 48, 69**



The beautiful world of Risa was often visited by those who wanted to escape their everyday woes in favor of a good time and lots of jamaharon.

Ritter scale

A standardized expression to indicate levels of background cosmic radiation. (*Starship Log*: 'The Empath' [TOS]) **SEE FILE 68**

Rittenhouse, Roy

This science fiction illustrator was employed by '**Incredible Tales**', the magazine of **Benjamin Sisko**'s vision. Rittenhouse's sometimes lurid drawings were the springboard for the magazine's writers, including **Benny Russell**. (*Starship Log*: 'Far Beyond the Stars' [DS9]) **SEE FILE 70**

Ritual of 20 Painstiks

This **Klingon Day of Honor** ceremony parallels the **Age of Ascension** process that has a celebrant walking between warriors who attack them with painstiks. **B'Elanna Torres** was not a fan of this ritual. (*Starship Log*: 'Day of Honor' [VOY]) **SEE FILES 11, 43, 48, 71**

Riva

A mediator from the planet **Ramatis III** whose family lacked the gene responsible for hearing. After Riva's interpretive chorus was murdered in 2365, he used sign language to unite warring parties on the planet **Solais V**. (*Starship Log*: 'Loud as a Whisper' [TNG]) **SEE FILES 18, 69**

Rivan

A resident of the planet **Rubicun III**, and sovereign of the **Edo** people in 2364. **Captain Picard** brought Rivan to the **U.S.S. Enterprise NCC-1701-D** and terrified her by showing her the orbiting Edo god. (*Starship Log*: 'Justice' [TNG]) **SEE FILES 18, 69**

Rivos V

This planet in the **Delta Quadrant** is famous for the **zoth-nut** soup made by its inhabitants. **Kurros** helped the people on Rivos V resist the **Borg** in exchange for the soup recipe. (*Starship Log*: 'Think Tank' [VOY]) **SEE FILES 18, 71**

Rixx, Captain

The **Bolian** captain of the starship **U.S.S. Thomas Paine NCC-65530**. Rixx met with **Captain Picard** on **Dytalix B** to warn him about a coup within **Starfleet Command**. (*Starship Log*: 'Conspiracy' [TNG]) **SEE FILES 58, 69**

Rizzo, Ensign

A security crew member on the **U.S.S. Enterprise NCC-1701**. Rizzo died after 60 percent of his red blood cells were consumed by a **dikironium cloud creature**. **Dr. McCoy** tried **cordrazine** in an unsuccessful attempt to revive the crewman. (*Starship Log*: 'Obsession' [TOS]) **SEE FILES 20, 68**

rippleberries

Risa

Riska

Rislan

Rite of Emergence

Rite of Separation

Rite of Succession, Klingon

Ritter scale

Rittenhouse, Roy

Ritual of 20 Painstiks

Riva

Rivan

Rivos V

Rixx, Captain

Rizzo, Ensign

Ro Laren, Ensign

Ro-Kel

Ro'tin

Roana

roasted Waroon

Robbiani dermal-optic test

Robert Fox, S.S.

Roberto

Robertson

Robin Hood

Robinson, B.G.

Robinson, Rain

Rocha, Lieutenant Keith

Rodek

Rodeo Red's Red Hot Rootin'

Tootin Chili



B'Elanna Torres decided to undergo a holographic recreation of the Ritual of 20 Painstiks in 2374. She soon regretted her decision.



After the loss of his Chorus, the mediator Riva used sign language in an effort to complete his delicate negotiations on Solais V.



Ro Laren, Ensign

This **Bajoran** woman experienced a childhood that was scarred by the **Cardassian** occupation. As an adult, Ro embarked upon a career in **Starfleet**, although her inability to obey the chain of command cost **Federation** lives. **Captain Picard** was instrumental in having Ro reinstated to active duty, but she elected to end her career when she defected to the **Maquis** in 2370. (*Starship Log: 'Ensign Ro' [TNG]*)

SEE FILES 18, 43, 69

▶ **Ro Laren showed much promise in her career, and undertook Starfleet's Advanced Tactical Training course in 2370.**



Ro-Kel

This **Miradorn** male was killed by **Croden** on **Deep Space Nine**, while he was negotiating a business transaction with **Quark**. Ro-Kel's twin, **Ah-Kel**, became obsessed about killing Croden to avenge his brother's death. (*Starship Log: 'Vortex' [DS9]*) **SEE FILES 18, 70**

Ro'tin

The name of **Ahdar Ru'afo** before he was forced into exile from the **Ba'ku** colony world. (*Starship Log: Star Trek: Insurrection*) **SEE FILES 58, 80**

Roana

This female **Bajoran** merchant fell under the influence of an **El-Aurian** named **Martus Mazur** in 2370. Roana helped Martus Mazur open **Club Martus** on the **Promenade** of **Deep Space Nine**. (*Starship Log: 'Rivals' [DS9]*) **SEE FILES 53, 70**

roasted Waroon

A meal cooked for the senior officers of **Deep Space Nine** by **Professor Gideon Seyetik**. **Miles O'Brien** asked for the recipe, and Gideon was only too happy to provide the details of his original creation. (*Starship Log: 'Second Sight' [DS9]*) **SEE FILE 70**

Robbiani dermal-optic test

This psychological test assesses emotions through response to light. Seeking to prove that **Janice Lester** had hijacked **Captain James Kirk's** body, **Dr. McCoy** conducted this test on her. The results were inconclusive. (*Starship Log: 'Turnabout Intruder' [TOS]*) **SEE FILES 43, 44, 68**

Robert Fox, S.S.

One of two vessels that were carrying **El-Aurian** survivors in 2294. The ship was torn apart by the **nexus** energy ribbon, with the loss of all aboard. Some refugees were saved from the **Robert Fox's** sister ship, the **S.S. Lakul**. (*Starship Log: Star Trek Generations*) **SEE FILES 53, 78**



▶ **The S.S. ROBERT FOX was destroyed when it became entangled in the Nexus energy ribbon. All of the El-Aurian refugees on board perished.**

Roberto

A former **Maquis** associate of **B'Elanna Torres** and **Chakotay**. In 2374, a data packet containing letters from home informed Chakotay that Roberto and virtually all the Maquis fighters were dead. (*Starship Log: 'Hunters' [VOY]*) **SEE FILES 18, 71**

Robertson

This **U.S.S. Voyager NCC-74656** crew member was assigned to **structural engineering** in 2375. Robertson's duties included working with **Chapman** in the **Jefferies tubes**. (*Starship Log: 'Someone to Watch Over Me' [VOY]*) **SEE FILE 71**



Robin Hood

The role that **Q** assigned **Captain Jean-Luc Picard** during an encounter in 2367. In an effort to teach the captain about love, Q tried to force Robin to risk all for his lady, the archeologist **Vash**. (*Starship Log: 'QPid' [TNG]*) **SEE FILES 17, 43, 44, 57, 69**

▶ **Captain Picard and his senior officers find themselves thrust into a scenario recreated from old Earth legends, courtesy of Q.**

Robinson, B. G.

A beautiful female crew member aboard the **U.S.S. Enterprise NCC-1701-D**. As **transporter** officer, Robinson met **Thadim Okona** when he was beamed aboard the starship in 2365. Later, Okona visited Robinson's quarters. (*Starship Log: 'The Outrageous Okona' [TNG]*) **SEE FILE 69**

Robinson, Rain

This woman from 1996 Earth received a grant from **Henry Starling** in order to conduct a search for extraterrestrials. Her research was disrupted when she found herself allied with **U.S.S. Voyager NCC-74656** crew members **Tuvok** and **Tom Paris**, in an effort to stop Starling's theft of 29th-century technology. (*Starship Log: 'Future's End' [VOY]*) **SEE FILES 44, 71**

▶ **Rain Robinson proved to be an invaluable guide to displaced Starfleet officers Tuvok and Tom Paris as they negotiated their way through the Los Angeles of 1996.**



Rocha, Lieutenant Keith

This young, decorated **Starfleet** officer was well-regarded by his superiors. In 2369, Rocha was murdered by a coalescent organism which took his place at his posting on **Relay Station 47**. (*Starship Log: 'Aqui' [TNG]*) **SEE FILES 43, 69**



Rodek

The name that **Worf's** brother, **Kurn**, was given in 2372. As an alternative to the **Mauk-to'Vor** ritual, Kurn's memories were erased, and he began a new life as the son of **Noggra**. (*Starship Log: 'The Sons of Mogh' [DS9]*) **SEE FILES 11, 48, 70**

▶ **At the request of his brother, Worf, Kurn was subjected to a medical procedure to erase his memory, and told that his name was Rodek.**

Rodeo Red's Red Hot Rootin' Tootin' Chili

A classic American recipe that **Neelix** tried. It combines meat, beans, and tomato sauce with a variety of piquant flavorings. The chili gave many crew members aboard the **U.S.S. Voyager NCC-74656** acute functional dyspepsia in 2374. (*Starship Log: 'Message in a Bottle' [VOY]*) **SEE FILES 43, 71**

R continued

rodinium This extremely dense material is susceptible to plasma weapons. Rodinium was incorporated in the plating of **Federation** outposts along the **Romulan Neutral Zone** in 2266. The **Cardassians** were known to use rodinium in their ships in the 2370's. (*Starship Log*: 'Balance of Terror' [TOS]; 'The Maquis', Part I [DS9]) **SEE FILES 32, 35, 36, 68, 70**

Rodriguez This genetically enhanced human fought alongside **Khan Noonien Singh** in Earth's **Eugenics Wars** of 1996, and during the hijacking of the **U.S.S. Enterprise NCC-1701** in 2267. (*Starship Log*: 'Space Seed' [TOS]; *Star Trek II: The Wrath of Khan*) **SEE FILES 44, 68, 73**

Rodriguez, Lieutenant Esteban A member of the survey team from the **U.S.S. Enterprise NCC-1701** that was studying the amusement park planet in 2267. Rodriguez's thoughts about ancient warplanes and strafing runs were manifested as reality on the planet. (*Starship Log*: 'Shore Leave' [TOS]) **SEE FILES 4, 20, 68**

Rog Prison A **Ferengi** institution in which those who have violated Ferengi law are incarcerated. **DaiMon Bok** served time in Rog Prison until he had managed to raise the necessary funds to buy his freedom. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 14, 51, 69**

DaiMon Bok was held in Rog Prison after he subjected **Captain Picard** to the effects of an illegal **Ferengi** thought maker.



Rogath blight This disease can devastate crops on the planet **Bajor**, bringing about the possibility of financial ruin for those affected. Farmers who detect the blight in their crops must burn the fields, and then let the land lay fallow for a year. (*Starship Log*: 'Till Death do us Part' [DS9]) **SEE FILES 10, 70**

Rogers, Amanda This young **Q** entity was raised as a human being on Earth, and was ignorant of her true nature. In 2369, **Q** arrived on the **U.S.S. Enterprise NCC-1701-D** with a proposal: she must either join the **Q Continuum** or be executed. She chose the former, and he became her tutor. (*Starship Log*: 'True-Q' [TNG]) **SEE FILES 17, 57, 69**

Rogerson, Commander This officer was in charge of Earth's first nuclear-powered aircraft carrier, the **U.S.S. Enterprise CVN-65**, docked in Alameda, California, in 1986. **Chekov** and **Uhura** stole photons from the ship's reactor. (*Starship Log*: *Star Trek IV: The Voyage Home*) **SEE FILE 75**



Amanda Rogers' parents were Q who chose to live their lives on Earth, as humans. Amanda knew nothing of her powers until Q arrived on board the U.S.S. ENTERPRISE NCC-1701-D.

Roget, Dr. Henri This medical practitioner worked in **Altair IV's** Central Hospital. In 2371, Roget was nominated for the **Carrington Award** along with **Dr. Julian Bashir** of **Deep Space Nine**. Roget ultimately took the prize. (*Starship Log*: 'Prophet Motive' [DS9]) **SEE FILES 43, 70**

Rojan A member of the Andromeda Galaxy's mentally and technologically advanced **Kelvan** civilization. The Kelvans' multigenerational expedition of conquest was sidetracked by overwhelming distractions experienced after switching to human forms in 2268. (*Starship Log*: 'By Any Other Name' [TOS]) **SEE FILES 18, 68**

Rokassa juice This beverage has an unmistakable odor. **Garak** favors Rokassa juice to soothe his nerves after dealing with a demanding client. (*Starship Log*: 'Cardassians' [DS9]) **SEE FILES 13, 70**

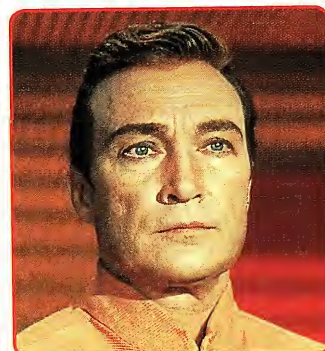
rokeg blood pie A classic **Klingon** dish. **Commander Riker** ate rokeg blood pie while serving on the **I.K.S. Pagh**. It was one of **Worf's** childhood favorites. Klingons serve rokeg blood pie as part of their **Day of Honor** celebrations. (*Starship Log*: 'A Matter of Honor' [TNG]; 'Sons and Daughters' [DS9]; 'Day of Honor' [VOY]) **SEE FILES 11, 69, 70, 71**

Roladan Wild Draw This game of chance and psychological assessment is much like Earth's poker. **Miles O'Brien** believed **Kira Nerys's** nerve and inscrutability would make her an unstoppable Roladan Wild Draw player. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 47, 70**

rolisisin A traditional component of the **Ocampan** **elogium** experience in which a parent massages their daughter's feet. As the elogium progresses, the parent-and-child bond evolves into a peer relationship. (*Starship Log*: 'Elogium' [VOY]) **SEE FILES 18, 71**

rolk A type of **Banean** food. **Liddel Ren** extended the stew she had prepared for herself and husband **Tolen Ren's** dinner by adding rolk left over from the previous day. (*Starship Log*: 'Ex Post Facto' [VOY]) **SEE FILES 18, 71**

rodinium
Rodriguez
Rodriguez, Lieutenant Esteban
Rog Prison
Rogath blight
Rogers, Amanda
Rogerson, Commander
Roget, Dr. Henri
Rojan
Rokassa juice
rokeg blood pie
Roladan Wild Draw
rolisisin
rolk
Rollins, Lieutenant
Rollman, Admiral
Rolor Nebula
Rom
Romah Doek
Romaine, Lieutenant Mira
Romara
Romas
Romii
Romulan ale
Romulan Astrophysical Academy
Romulan cloaking device
Romulan commander [1]
Romulan commander [2]
Romulan Ministry of Science



Rojan led an expedition to the Milky Way Galaxy in an effort to find a new home for the Kelvan race. He eventually agreed to peacefully settle a new world with the assistance of the United Federation of Planets.



Neelix prepared a rokeg blood pie for B'Elanna Torres as part of her Klingon Day of Honor ceremonies. After managing a few mouthfuls, B'Elanna admitted defeat.



Rollins, Lieutenant

This **Starfleet** officer was assigned to the **U.S.S. Voyager NCC-74656** just before it was lost in the **Badlands** in 2371. Rollins was promoted from ensign to lieutenant in the **Delta Quadrant**. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILE 71**

Rollman, Admiral

This **Starfleet** officer was stationed at **Starbase 401**. From 2369 to 2370, she was **Benjamin Sisko's** superior. Both **Kira Nerys** and a counterfeit **Miles O'Brien** have sought Rollman to override Sisko; on both occasions she has refused. (*Starship Log*: 'Past Prologue' [DS9]) **SEE FILES 19, 70**

Rolor Nebula

Kasidy Yates had to negotiate this massive collection of gas and dust during her cargo runs between **Bajor** and **Dreon VII**. (*Starship Log*: 'For the Cause' [DS9]) **SEE FILES 5, 44, 70**

Rom

A **Ferengi** male with a generous heart and no business sense. Rom, along with his son, **Nog**, worked for his brother, **Quark**, until he enlisted as a junior grade diagnostic and repair technician in the



Bajoran crew aboard **Deep Space Nine**. In 2375, Rom returned to **Ferenginar** as the new **grand nagus**, with his second wife, **Leeta**. The **mirror universe** Rom was a steely soldier in the **Terran rebellion**, who was tortured and killed by the mirror **Garak** in 2371. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 14, 51, 70**

◀ **Far from being a small-lobed failure, Rom has enjoyed a diverse career that has included time spent as a bartender, repair technician, and ultimately, grand nagus.**

Romah Doek

The executive officer of the **Nanut**, a **Tygarian freighter** that was docked at **Deep Space Nine** in 2370. Romah Doek contacted **Benjamin Sisko** when a **Bajoran** stowaway, **Li Nalas**, was uncovered on the **Nanut**. (*Starship Log*: 'The Homecoming' [DS9]) **SEE FILE 70**

Romaine, Lieutenant Mira

This officer aboard the **U.S.S. Enterprise NCC-1701** traveled to her new posting at **Memory Alpha** in 2269. She had a brief romance with **Montgomery Scott**, who helped her survive being possessed by a malevolent life-force from **Zetar**. Romaine's father, a **Starfleet** chief engineer, was named **Jacques**. Her mother, **Lydia**, died before 2269. (*Starship Log*: 'The Lights of Zetar' [TOS]) **SEE FILES 18, 43, 68**

▶ **Lt. Mira Romaine survived being possessed by the Zetarians. They were driven out of her body by placing her in a decompression chamber.**



Romara

A **Bajoran** prisoner in **Terok Nor's** holding cells in 2366. **Thrax** sent Romara back to **Cardassian** authorities on **Bajor** for questioning, along with cellmates **Gramm**, **Horis**, **Lobo**, and **Pelin**. (*Starship Log*: 'Things Past' [DS9]) **SEE FILES 27, 70**

Romas

This **Ornaran** man worked on the freighter **Sanction**, which carried **felicium** from **Brekka** to the addicted citizens of **Ornara**. Romas's commander was **T'Jon**. In 2364, the **U.S.S. Enterprise NCC-1701-D** rescued Romas when his ship experienced difficulties. (*Starship Log*: 'Symbiosis' [TNG]) **SEE FILES 18, 69**

Romii

The **Federation's** original designation for **Remus**, one of the **Romulan Star Empire's** two homeworlds. In 2266, the **U.S.S. Enterprise NCC-1701's** main viewer showed star charts of the **Neutral Zone**, reporting the planet's name as **Romii**. (*Starship Log*: 'Balance of Terror' [TOS]) **SEE FILES 12, 68**



▶ **In 2285, Admiral James T. Kirk discovered that Romulan ale was a somewhat overpowering beverage.**

Romulan ale

This potent blue **Romulan** beverage was banned in the **Federation** until 2374. **Dr. McCoy** presented a bottle to **Admiral Kirk** in 2285. In 2362, **Fallit Kot** tried to steal a shipment of Romulan ale, and was imprisoned for eight years. (*Starship Log*: **Star Trek II: The Wrath of Khan**; 'Melora' [DS9]) **SEE FILES 12, 43, 70, 73**

Romulan Astrophysical Academy

An organization within the **Romulan Star Empire** that controlled astrophysical studies, and oversaw starship field research, such as that conducted by **Telek R'Mor** in 2351. (*Starship Log*: 'Eye of the Needle' [VOY]) **SEE FILES 12, 71**

Romulan cloaking device

See: **cloaking device**, **Romulan**

Romulan commander [1]

This **Romulan** starship captain staged devastating attacks along the **Neutral Zone** near **Sector Z-6** in 2266, in an effort to assess **Federation** battle capabilities. He was the first Romulan ever seen by the Federation. (*Starship Log*: 'Balance of Terror' [TOS]) **SEE FILES 12, 35, 49, 68**



Romulan commander [2]

A female commander in charge of three **Romulan Battle Cruisers**. Her fleet responded to a **Federation** incursion into the **Romulan Neutral Zone** by the **U.S.S. Enterprise NCC-1701** in 2268. **Spock** distracted the commander, while **Captain Kirk** stole their cloaking device. (*Starship Log*: 'The Enterprise Incident' [TOS]) **SEE FILES 12, 35, 49, 68**

▶ **The female Romulan commander fell foul of a Federation plan to steal a cloaking device from her ship in 2268.**

Romulan Ministry of Science

This **Romulan** institution was provided with data on the **Breen's** energy dampening weapon, and the **Klingons'** ability to resist it, by **Miles O'Brien** in 2375. O'Brien sent the same data to **Starfleet Engineering**. (*Starship Log*: 'When It Rains' [DS9]) **SEE FILES 12, 70**